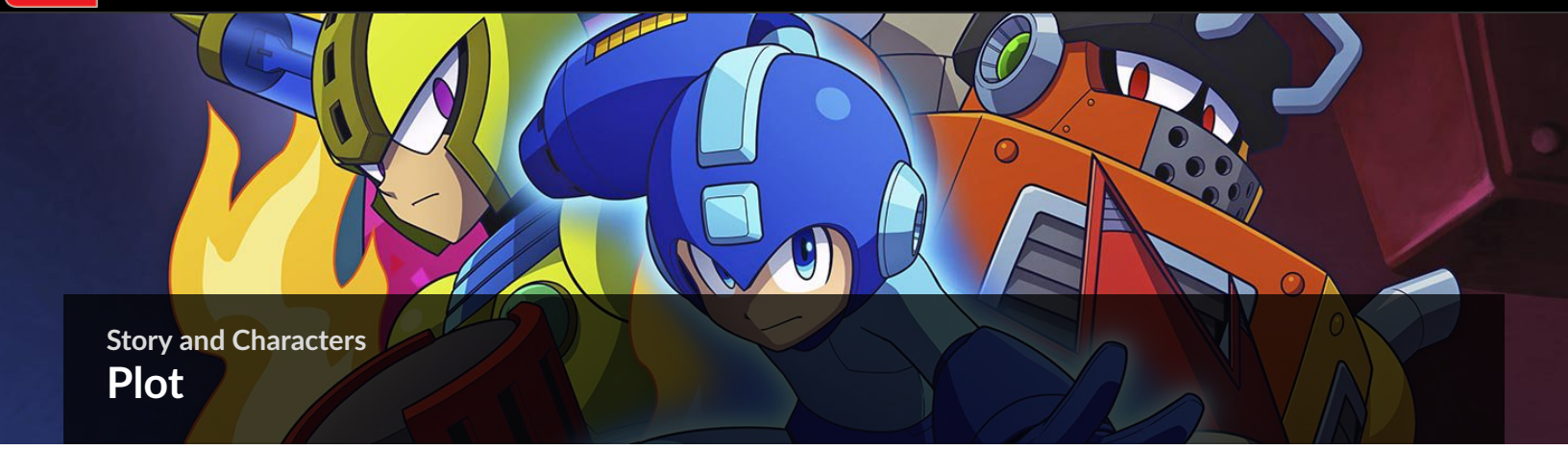


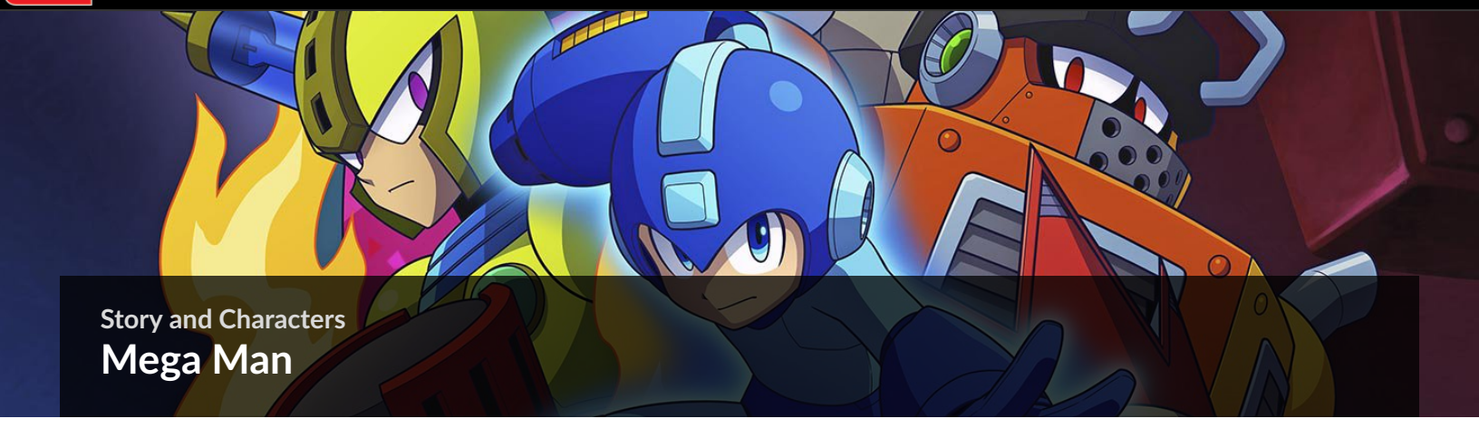
Story and Characters

Plot

Dreaming of his younger days when he studied alongside Dr. Thomas X. Light— the good-natured and ever-hopeful creator of Mega Man and, eventually, Mega Man X—Dr. Albert W. Wily recalls a creation of his own: the Double Gear system, capable of pushing robots substantially beyond their normal capabilities. Putting his idea into action, the unscrupulous doctor steals eight of Dr. Light's robots to use for his own nefarious plans, each now powered by the unstable Double Gear system.

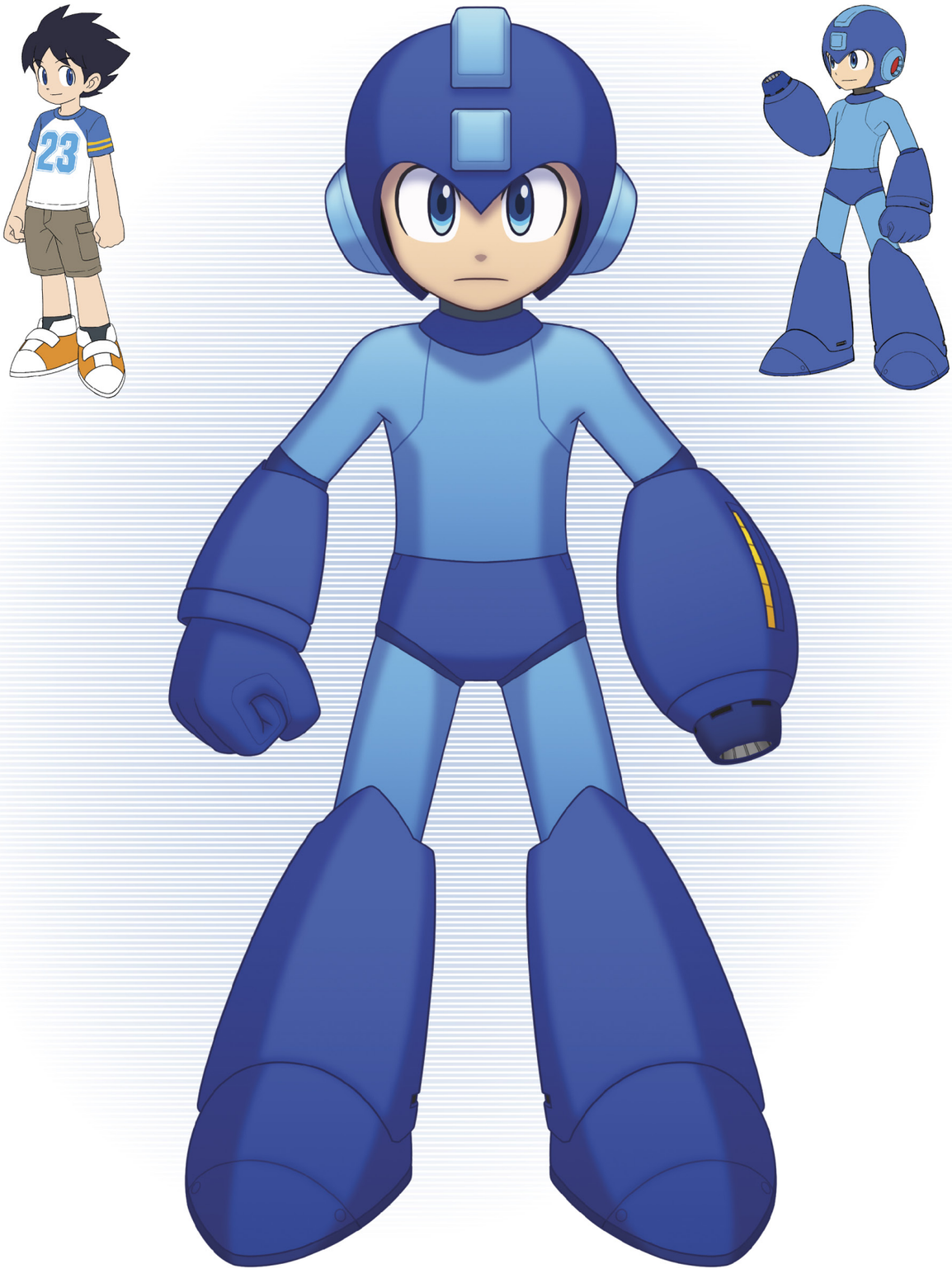
Trivia

The Japanese title for Mega Man 11 is Rockman 11: Gear of Destiny!!

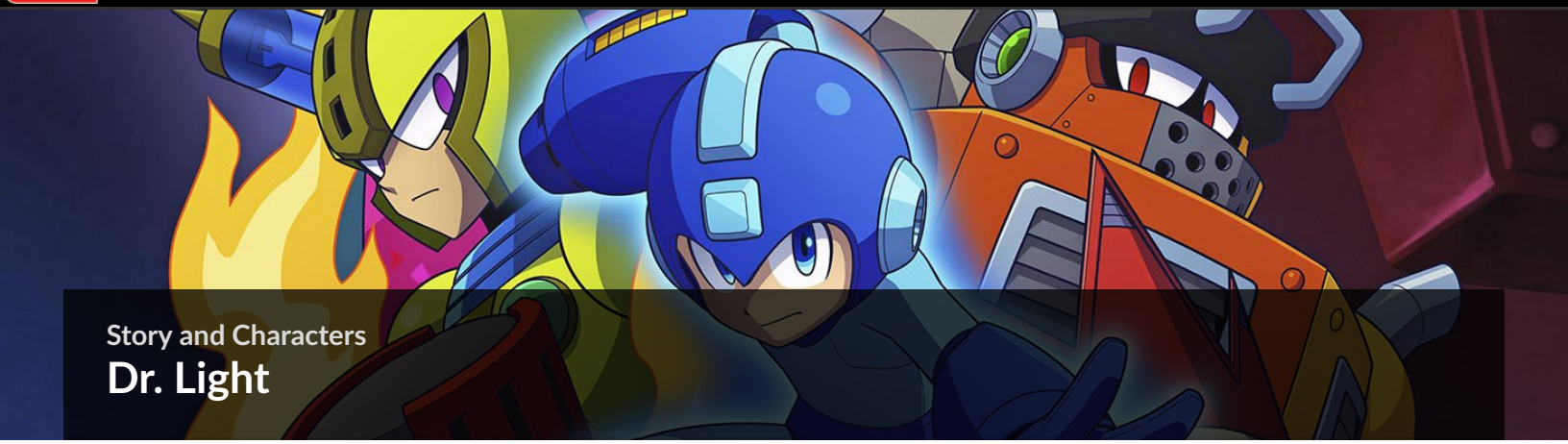


Story and Characters

Mega Man

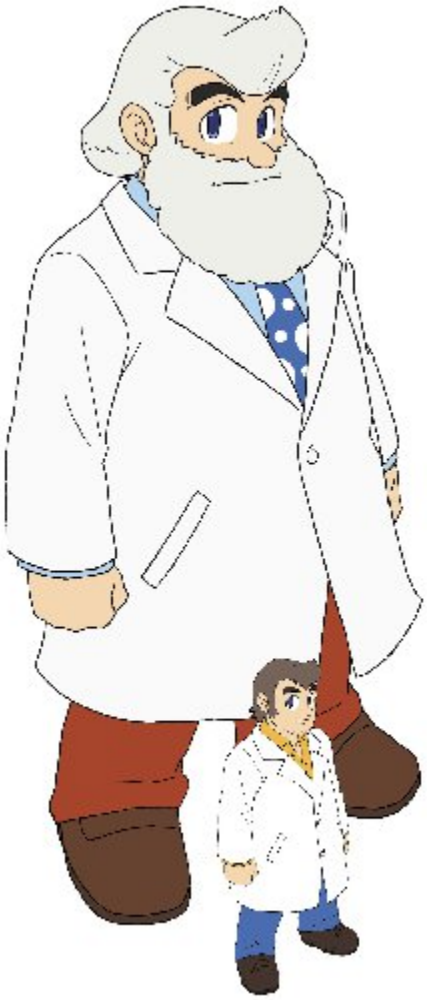


Mega Man makes his triumphant return, this time armed with a prototype of the Double Gear system. Mega Man requests the Double Gear prototype be installed in him, despite knowing the risks, in order to stand a chance against Dr. Wily.

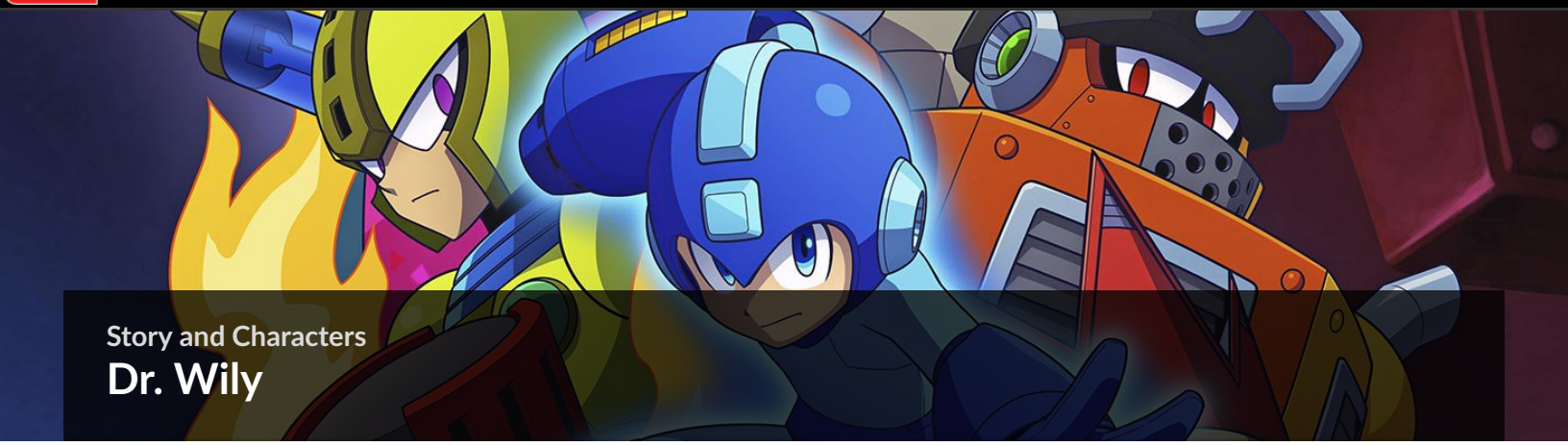


Story and Characters

Dr. Light



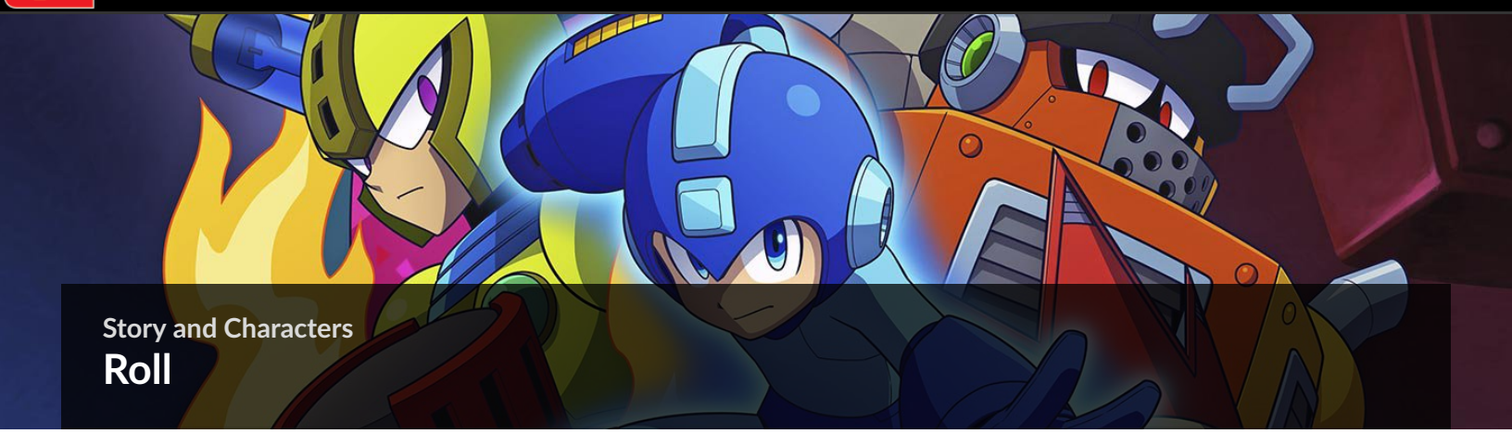
Many years ago, Dr. Light spoke out against the Double Gear system with fear that it could cause robots to become dangerous. This created a rift between him and Dr. Wily that would last their entire lives.



Story and Characters

Dr. Wily

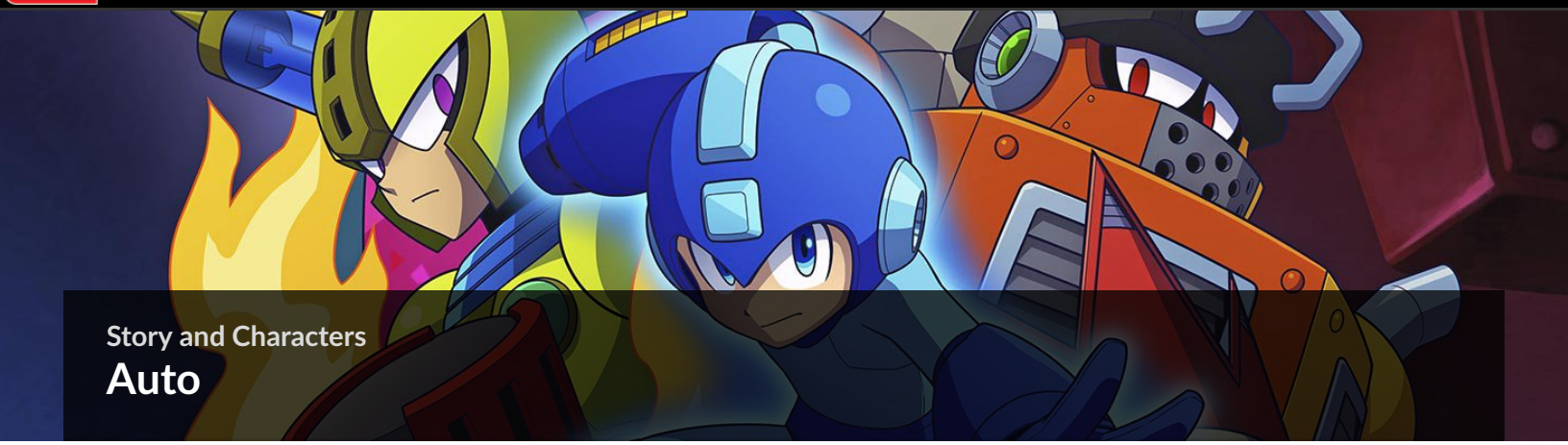
After endless plots resulted in failure, Dr. Wily is at it again, armed with his UFO, magnificent eyebrows, and strangely intricate death traps seemingly designed for the sole purpose of killing Mega Man. Who is funding all of these evil fortresses? That's the real villain of theseries!



Story and Characters

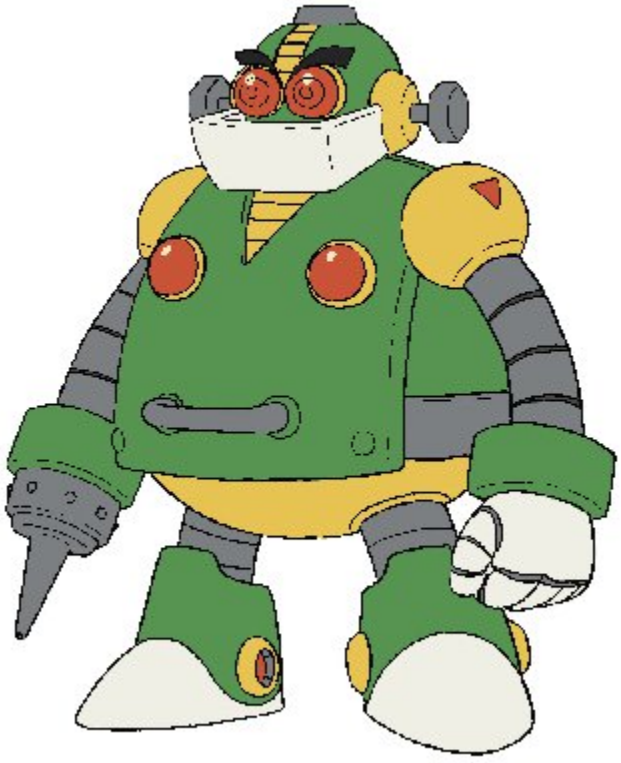
Roll

Mega Man's robotic "sister" and Dr. Light's housekeeper, Roll appears primarily when Mega Man visits Dr. Light's Laboratory to purchase newitems.



Story and Characters

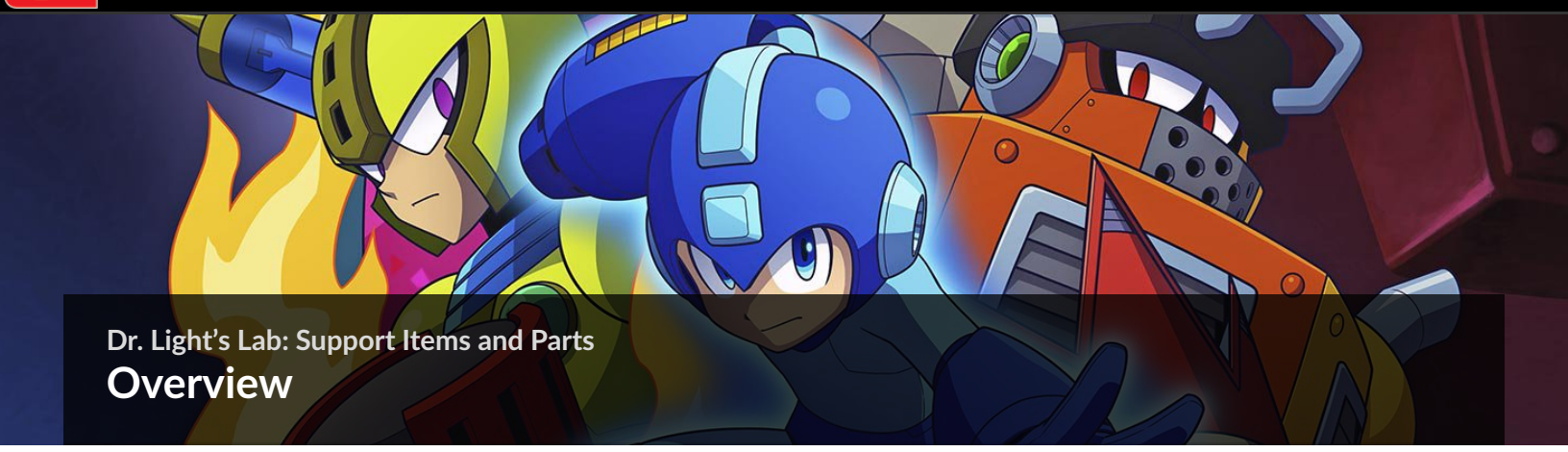
Auto



First appearing in Mega Man 7, Auto helps create new items and parts for Mega Man but is seemingly always short on Screws. Maybe there's no Amazon Prime in20XX?

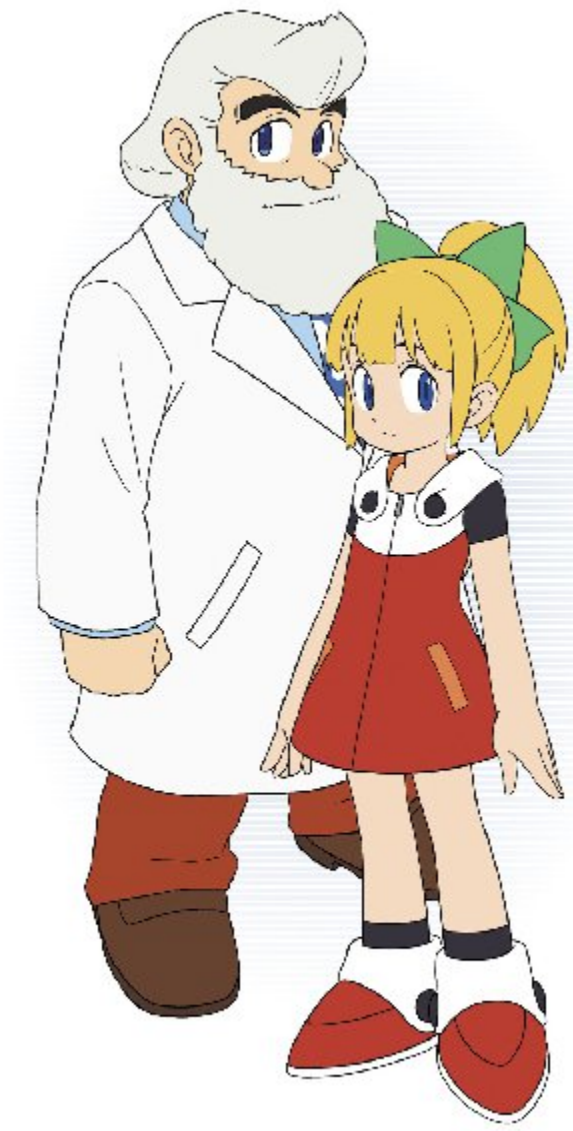
Trivia

Dr. Wily has been the final boss of every Classic Mega Man, with two exceptions. In Mega Man 3 the final boss is Gamma, and in Mega Man 2 the final boss is a holographic projection of an alien!



Dr. Light's Lab: Support Items and Parts

Overview



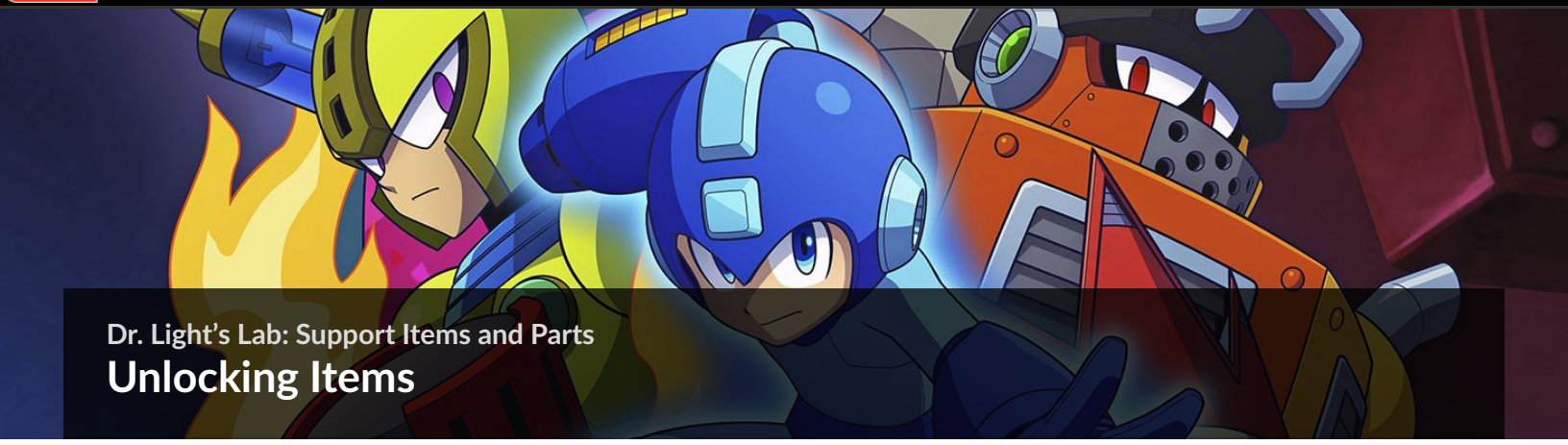
Welcome to Dr. Light's Laboratory! Here, Dr. Light, Auto, and Roll will passive-aggressively extort Mega Man for Screws in exchange for powerful upgrade parts and useful items.

There is an item or part that can assist with virtually every aspect of the game, whether it's helping survive bottomless pits or insta-death spikes; making Mega Man better, stronger, faster; or improving the quality of item drops from enemies, just to name a few. Assuming you don't go on a shopping spree at the start of the game, you'll likely want to find items that support your own personal playstyle or areas you're finding particularly difficult.

Achievement/Trophy

Collector

Purchase five parts.

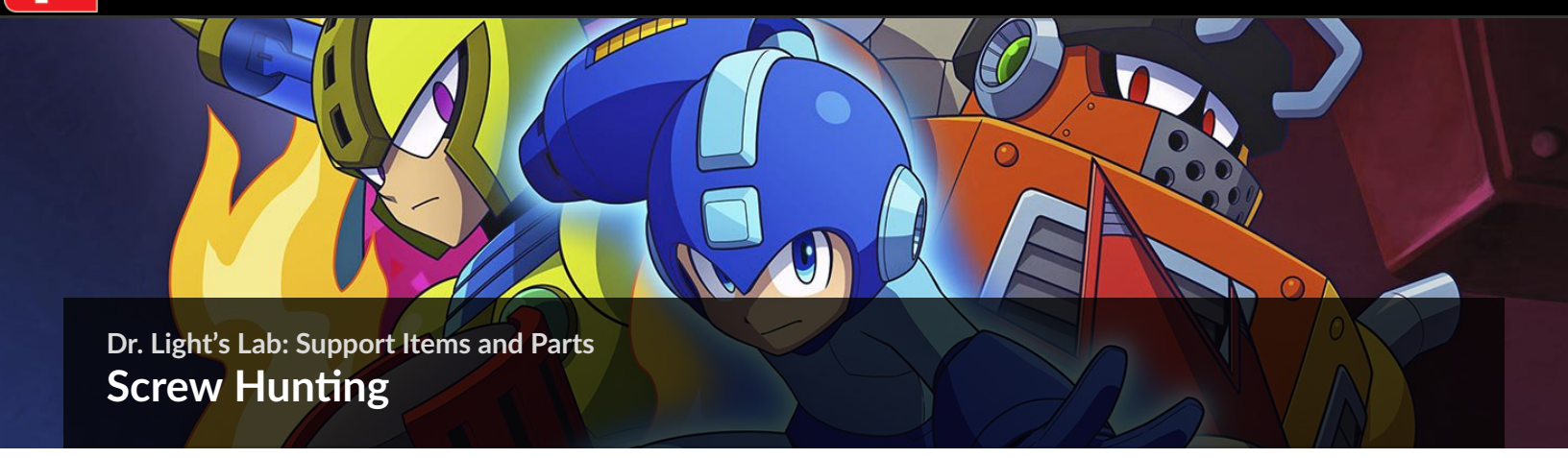


Dr. Light's Lab: Support Items and Parts

Unlocking Items

Not all items are unlocked at the start of the game. Certain items must be unlocked by completing undisclosed milestones, such as shooting the Mega Buster or dying a specific number of times. While these are meant to be earned over time through natural play, Mega Man 11 is a relatively short game akin to its predecessors, so it's entirely possible to reach the end without having half of the cool stuff available to Mega Man.

If you prefer to load up on parts and items first, however, you can do this quite easily. First, see the "Screw Hunting" section, then check the unlock requirements on the various parts. Aside from the items that require you to Defeat Dr. Wily, these can all be unlocked and purchased before you defeat the first Robot Master.



Dr. Light's Lab: Support Items and Parts

Screw Hunting

There are three worthwhile sources of Screws in the game:

- Purchase the Screw Catcher part, which provides a 30 percent chance of item drops being Screws.
- Purchase the Mystery Chip and complete stages as quickly as possible for bonus Screws.
- Repeatedly grab the large Screw at the beginning of Block Man's stage.

The fastest and most reliable way to fill your coffers is the Block Man approach, which is covered in detail in the Block Man stage walkthrough. With a little bit of patience and roughly the time it would take you to listen to the Mega Man 2 soundtrack, you'll be fully loaded and ready to blast through whatever Dr. Wily has planned for you!

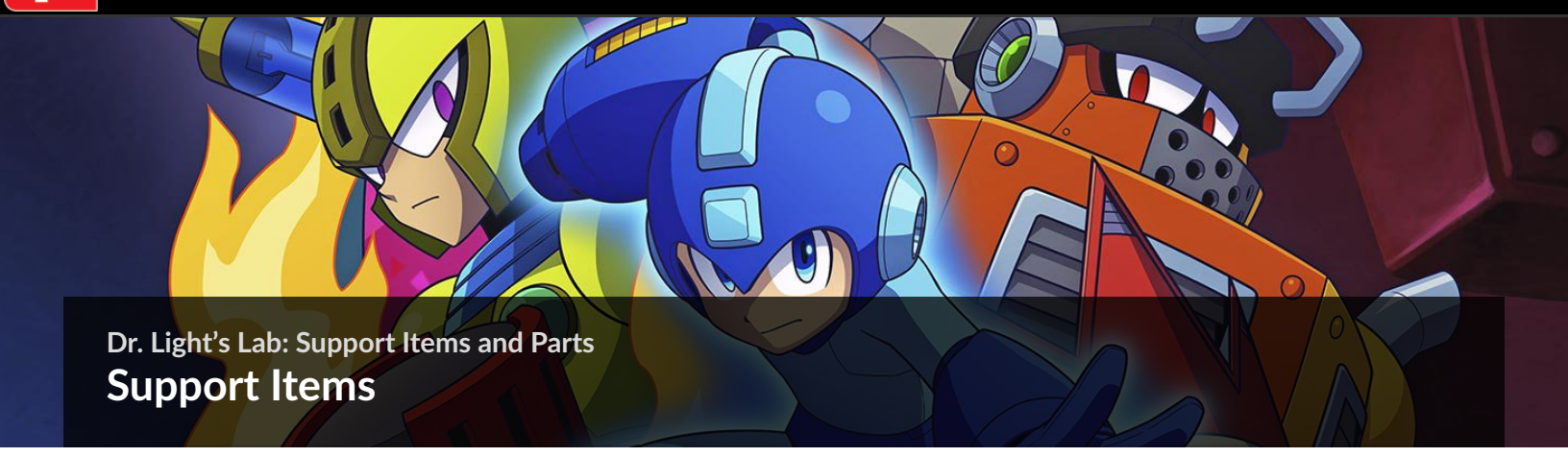
Prices and Sales Data

Item	Newcomer		Casual		Normal		Superhero		Sale Days*
Price	Sale Price	Price	Sale Price	Price	Sale Price	Price	Sale Price		
1UP	N/A	N/A	50	40	50	40	50	40	Water and Soil Day
Energy Tank	50	40	100	80	100	80	100	80	Water and Soil Day
Mega Tank	150	120	300	240	300	240	300	240	Earth Day
Weapon Tank	50	40	100	80	100	80	100	80	Water and Soil Day
Energy Balancer	N/A	N/A	100	100	100	100	100	100	—
Pierce Protector	N/A	N/A	50	50	50	50	50	50	—
Super Guard	N/A	N/A	100	100	100	100	100	100	—
Auto Charge Tip	150	150	300	300	300	300	300	300	—
Eddie Call	10	8	20	16	20	16	20	16	Water and Soil Day
Beat Call	N/A	N/A	50	40	50	40	50	40	Water and Soil Day
Tank Container	100	100	200	200	200	200	200	200	—
Buddy Call Plus	100	100	200	200	200	200	200	200	—
Screw Catcher	250	250	500	500	500	500	500	500	—
Energy Catcher	250	250	500	500	500	500	500	500	—
Capsule Catcher	250	250	500	500	500	500	500	500	—
Shock Absorber	150	150	300	300	300	300	300	300	—
Buster Plus Chip	150	150	300	300	300	300	300	300	—
Energy Balancer Neo	125	125	250	250	250	250	250	250	—
Cooling System	150	150	300	300	300	300	300	300	—
Awakening Chip	1500	1500	3000	3000	3000	3000	3000	3000	—
Speed Gear Booster	150	150	300	300	300	300	300	300	—
Power Shield	150	150	300	300	300	300	300	300	—
Energy Dispenser	500	500	1000	1000	1000	1000	1000	1000	—
Cooling System ∞	1500	1500	3000	3000	3000	3000	3000	3000	—
Spike Boots	150	150	300	300	300	300	300	300	—
Mystery Chip	250	250	500	500	500	500	500	500	—

*Depending on the real-life day of the week, specific support items will be available at a slightly discounted price.

A Little Screwy

The total price to purchase all lab items in the game (including one of each support item) is 12,620 Screws. The maximum number of Screws you can hold is 999,999.



Dr. Light's Lab: Support Items and Parts

Support Items

Support items are consumable one-time-use items that you can purchase repeatedly. The following gives you all the information you need, including cost, whether an item is manually or automatically used, and how many of each you can hold at one time.

	1UP	Manual
	Gives you another chance to beat a stage.	09

Notes: If you lose all your lives during a stage, you'll be given the option to retry the stage from the beginning or return to Dr. Light's Lab. If you're low on lives when starting a new stage, you can purposely let Mega Man die until you are given the choice of restarting, whereupon you'll be given the default amount of lives at no penalty.

You can also gain a large amount of lives by strategically using the Mega Tank. See the Acid Man section of this guide for a way to easily max out your 1UPs at the start of that stage.

	Super Guard	Manual
	Halves all damage taken during the stage where you used this item. The effect finishes when you die or complete the stage.	01

Notes: At 100 Screws, it can't hurt to have one of these ready in case you encounter a particularly tough area or boss and would like to lessen the chances of a game-over.

	Pierce Protector	Auto
	Spikes will deal damage but not kill you instantly. Hitting spikes once uses up one Pierce Protector.	03

Prerequisite: Die to spikes five times.

Notes: Because dying in this game can often lead to large amounts of lost progress or even a game-over, keeping three Pierce Protectors in your inventory at all times is a good idea. Better to have them and not need them than to throw your controller through a window.

	Energy Tank	Manual
	Refills your energy gauge.	06

Notes: You can find a few of these in the wild, but it's always worth having one on hand, just in case.

	Weapon Tank	Manual
	Refills all your weapon gauges.	06

Notes: Like the E Tanks, it's always worth having a W Tank ready for an emergency. However, you can negate the need for a W Tank by combining the Capsule Catcher and Energy Balancer Neo parts.

	Mega Tank	Manual
	Refills your energy and all weapon gauges. Using this when your gauges are all full will change all weak on-screen enemies into 1UPs.	01

Notes: The Mega Tank is fairly expensive given that you can achieve the same effects with an Energy Tank and Weapon Tank for 100 Screws less and one extra visit to the Menu screen. Likewise, although the Mega Tank's special function of turning onscreen enemies into 1UPs is cool, you'd have to get at least six 1UPs out of it to break even with the cost of just buying 1UPs on their own.

One of the easiest ways to get 6+ 1UPs using the Mega Tank is at the start of Acid Man's stage.

	Tank Container	Auto
	Increases the maximum number of Energy Tanks and Weapon Tanks you can hold.	01

Notes: Mega Man can now hold up to nine E Tanks and W Tanks. This does not apply to M Tanks.

	Eddie Call	Manual
	Summons Eddie to lend a hand by dispensing a random item. Each summon uses up one Eddie Call.	01

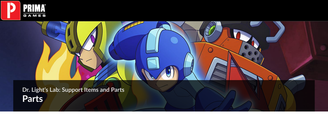
Notes: The randomness of Eddie's item drops makes this buddy more of a nostalgic throwback than a truly useful mechanic. You can increase the chances of getting the kind of drops you want by purchasing the Screw, Energy, and Capsule Catcher parts.

	Beat Call	Auto
	Beat will rescue you when you fall into a pit. While he flies out you can drift left or right, and jump to send him away mid-flight. Each summon uses one Beat Call.	01

Notes: In a game filled with difficult platforming and numerous bottomless pits, Beat is the true hero of Mega Man11.

	Buddy Call Plus	Auto
	Increases the maximum number of Eddie Calls and Beat Calls you can hold.	01

Notes: Mega Man can now hold up to three Eddie Calls and Beat Calls.



Parts

Dr. Light is continually creating new parts with a variety of effects for Mega Man to use. These parts can be toggled on and off in the Menu screen at any time. The only three that are set permanently upon purchase are the Buddy Call Plus, Tank Container, and Mystery Chip.

Parts: Offense

Auto Charge Chip — Manual

Auto-charges the Mega Buster. Shooting normally while charging will reset the charge process. — 01

Notes: Auto-charging can be as much of a hindrance as a help. If you're just playing casually, having a Charge Shot ready at almost all times is great. But for more precise play, you'll either need to time your regular shots before the charge is complete, or avoid this part and hold the button as needed like they used to do in the old days...

Buster Plus Chip — Manual

Increases the Mega Buster's energy output. Makes shots a little bigger, so they're more likely to hit enemies. — 01

Prerequisite: Fire 500 Buster shots—includes standard, Charge, etc. (Newcomer: 250)

Notes: The Buster Plus Chip increases the size of all Buster shot types by 50 percent. While it doesn't increase damage, the added size of each shot is still quite useful. Purchase this right away. You can start any stage, spam 500 standard Buster shots in a few minutes, and then return to Dr. Light's Lab and it will be available to buy.

Energy Dispenser — Manual

An item aimed at master players, this reduces your energy gauge but makes the ace-in-the-hole "Double Gear" technique available immediately. — 01

Notes: With the Energy Dispenser enabled, Mega Man's maximum health will always be set to 8 (four bars on the Energy Gauge). This allows for the Double Gear technique to be activated at all times (barring the overheating cooldown period). It also makes Mega Man extremely susceptible to sudden death from many of the game's enemies and hazards.

Parts: Defense

Power Shield — Manual

Lessens the amount you are pushed back when you take damage. — 01

Prerequisite: Receive 200 damage total (Newcomer: 100).

Notes: The Power Shield is most useful for saving Mega Man from being knocked off small platforms and into bottomless pits. Less knockback also means a faster recovery.

Shock Absorber — Manual

Negates the recoil when firing a high-powered Mega Buster shot. — 01

Notes: The Shock Absorber applies to Double Shots (Charge Shots used when the Power Gear or Double Gear is active). This is useful as early as the first stage (Block Man), where it can prevent Mega Man from recoiling into the mid-boss, among other dangers.

Parts: Utility

Energy Balancer — Manual

Automatically recharges the weapon with the least energy when you pick up a weapon capsule with the Mega Buster equipped. — 01

Notes: For 100 Screws this is a great convenience item, though the Energy Balancer Neo is the far superior part.

Energy Balancer Neo — Manual

Recharges all weapons when you pick up a weapon capsule. — 01

Prerequisite: Purchase the Energy Balancer.

Notes: This is a must-have part, especially for later in the game when you have a variety of Special Weapons to use. Combined with the Capsule Catcher, your weapon energy should hopefully never go empty unless you're spamming Special Weapons on every enemy you see.

Speed Gear Booster — Manual

Allows you to move at normal speed while using the Speed Gear. — 01

Prerequisite: Use the Speed Gear 50 times (Newcomer: 25).

Notes: Certain platforming sections in the game require the use of the Speed Gear. By equipping the Booster, you'll have a sizable advantage over enemies and the environment every time you fire up the Speed Gear. Being able to get from point A to point B faster also equates to less Gear gauge usage. Overall, this part is very useful!

Spike Boots — Manual

Adds grip-enhancing spikes to the soles of your boots, making you less likely to slip on icy surfaces. — 01

Notes: The Spike Boots reduce sliding by 50 percent, and are basically mandatory for Tundra Man's stage.

Screw Catcher — Manual

Makes Screws appear more frequently in stages. — 01

Prerequisite: Sold on Saturdays.

Notes: With the Screw Catcher enabled, there is a 30 percent chance that items dropped from enemies will be Screws, with a 50/50 chance of that Screw being small or large.

Play the game on a Saturday or set your system's clock to a Saturday in order to unlock this part.

Energy Catcher — Manual

Makes energy pellets appear more frequently in stages. — 01

Prerequisite: Reach a game-over 10 times (Newcomer: 0).

Notes: With the Energy Catcher enabled, there is a 30 percent chance that items dropped from enemies will be recovery items, with a 50/50 chance of the energy pellets being small or large.

Unlock the Energy Catcher at the game's start by repeatedly dying on purpose and restarting the stage 10 times. You can combine this with unlocking the Shock Guard and Power Shield if you're feeling especially productive.

Capsule Catcher — Manual

Makes weapon capsules appear more frequently in stages. — 01

Prerequisite: Deplete the Special Weapon or Rush Energy Gauge 30 times (Newcomer: 15).

Notes: With the Capsule Catcher enabled, there is a 30 percent chance that items dropped from enemies will be a weapon capsule, with a 50/50 chance of that capsule being small or large.

It's possible to unlock this part before obtaining your first Special Weapon by entering a stage, repeatedly using Rush Coil until the Energy Gauge is empty, then restarting the stage. Note that Rush Coil's energy depletes only if you jump on Rush.

Cooling System — Manual

Provides more efficient heat removal, so the gear gauge recharges faster. — 01

Prerequisite: Use the Double Gear system 100 times (Newcomer: 50).

Notes: The Cooling System reduces gear gauge cooldown time by 50 percent, allowing you to use Double Gear twice as often.

This is a high-value item worth getting immediately. Like most other lab items with prerequisites, you can unlock the Cooling System at the start of the game. Simply enter a stage and rapidly toggle the Power and Speed Gears on and off. During this process, you should also unlock the Speed Gear Booster naturally.

Cooling System ∞ — Manual

Allows you to use the Speed Gear and Double Gear without expending the gear gauge. — 01

Prerequisite: Defeat Dr. Wily

Notes: Despite the in-game description, the Cooling System ∞ allows you to use both the Speed Gear and the Power Gear infinitely until manually deactivated. The Double Gear will still run out normally, but Mega Man will not overheat, allowing it to instantly be reactivated. This is one of the game's two most powerful parts, which is why it's only available after you defeat Dr. Wily.

Awakener Chip — Manual

Unlocks some of Mega Man's hidden potential. All weapons can be used without expending weapon energy. — 01

Prerequisite: Defeat Dr. Wily

Notes: As advertised, Special Weapons can be used infinitely. Combined with the Cooling System ∞, even Superhero difficulty should be a breeze.

Mystery Chip — Auto

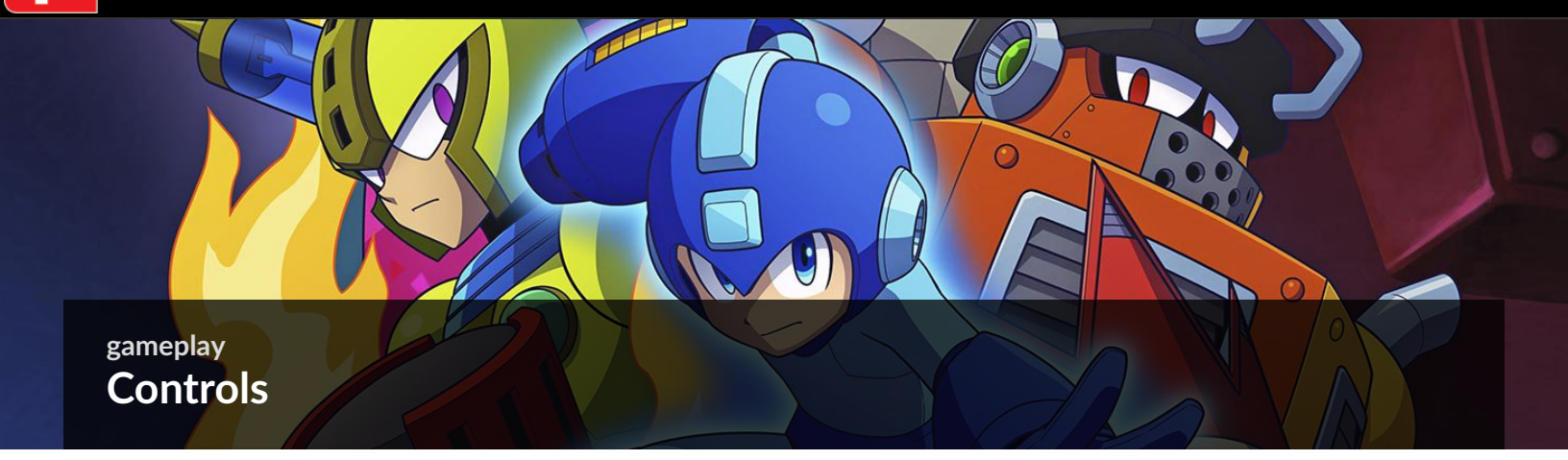
A mysterious device that provides a special bonus when you complete a stage in a short time. — 01

Notes: If you'd like to unlock an accelerated number of Screws the old-fashioned way (instead of grinding Screws in Block Man's stage), the Mystery Chip provides a bonus amount of Screws each time you clear a stage. If you clear the stage particularly quickly, the bonus amount is doubled!

Check out the Mystery Chip section at the start of each stage's walkthrough to see the target times and bonus rewards.

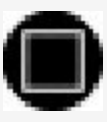
Mystery Chip Bonus Screws

Stage Name	Difficulty	Base Time	Fastest		Standard	
	Clear Time (s)	Screws	Clear Time (s)	Screws		
Block Man	Newcomer	7:30	0-450	1000	450+	500
	Casual	5:00	0-300	1000	300+	500
	Normal	5:00	0-300	500	300+	250
	Superhero	5:00	0-300	500	300+	250
Acid Man	Newcomer	9:00	0-540	1000	540+	500
	Casual	6:00	0-360	1000	360+	500
	Normal	6:00	0-360	500	360+	250
	Superhero	6:00	0-360	500	360+	250
Impact Man	Newcomer	7:30	0-450	1000	450+	500
	Casual	5:00	0-300	1000	300+	500
	Normal	5:00	0-300	500	300+	250
	Superhero	5:00	0-300	500	300+	250
Bounce Man	Newcomer	12:45	0-765	1000	765+	500
	Casual	8:30	0-510	1000	510+	500
	Normal	8:30	0-510	500	510+	250
	Superhero	8:30	0-510	500	510+	250
Fuse Man	Newcomer	8:20	0-495	1000	495+	500
	Casual	5:30	0-330	1000	330+	500
	Normal	5:30	0-330	500	330+	250
	Superhero	5:30	0-330	500	330+	250
Tundra Man	Newcomer	6:45	0-405	1000	405+	500
	Casual	4:30	0-270	1000	270+	500
	Normal	4:30	0-270	500	270+	250
	Superhero	4:30	0-270	500	270+	250
Torch Man	Newcomer	6:45	0-405	1000	405+	500
	Casual	4:30	0-270	1000	270+	500
	Normal	4:30	0-270	500	270+	250
	Superhero	4:30	0-270	500	270+	250
Blast Man	Newcomer	8:20	0-495	1000	495+	500
	Casual	5:30	0-330	1000	330+	500
	Normal	5:30	0-330	500	330+	250
	Superhero	5:30	0-330	500	330+	250
Gear Fortress 01	Newcomer	8:00	0-480	1400	480+	700
	Casual	5:20	0-320	1400	320+	700
	Normal	5:20	0-320	700	320+	350
	Superhero	5:20	0-320	700	320+	350
Gear Fortress 02	Newcomer	8:45	0-525	1400	525+	700
	Casual	5:50	0-350	1400	350+	700
	Normal	5:50	0-350	700	350+	350
	Superhero	5:50	0-350	700	350+	350
Gear Fortress 03	Newcomer	9:45	0-585	1400	585+	700
	Casual	6:30	0-390	1400	390+	700
	Normal	6:30	0-390	700	390+	350
	Superhero	6:30	0-390	700	390+	350
Gear Fortress 04	Newcomer	5:35	0-337	1400	337+	700
	Casual	3:45	0-225	1400	225+	700
	Normal	3:45	0-225	700	225+	350
	Superhero	3:45	0-225	700	225+	350



gameplay

Controls

Action	PS4	Xbox One	Switch	PC
Jump		A	B	Z
Mega Buster		X	Y	X
Rush Coil		Y	X	T
Rush Jet		B	A	G
Weapon Select (Left)	L2	LT	ZL	Q
Weapon Select (Right)	R2	RT	ZR	E
Weapon Shortcut	RS	RS	RS	#1-9
Power Gear	L1	LB	L	A
Speed Gear	R1	RB	R	D
Submenu	Option	Menu Button	+ Button	W
Options Menu	Touchpad	Guide Button	- Button	P
Slide	+ ×	+ A	+ B	+ Z
Double Gear	L1 + R1	LB + RB	L + R	A + D

Jump

Tap the Jump button to do a short hop, or press it down to reach maximum jump height.

There are no “Wile E. Coyote frames” in Mega Man 11, meaning he can’t jump after his feet leave a platform. The timing for jumps is fairly precise and may take some practice if you like to jump at the last moment.

Slide

Press Down and the Jump button to slide.

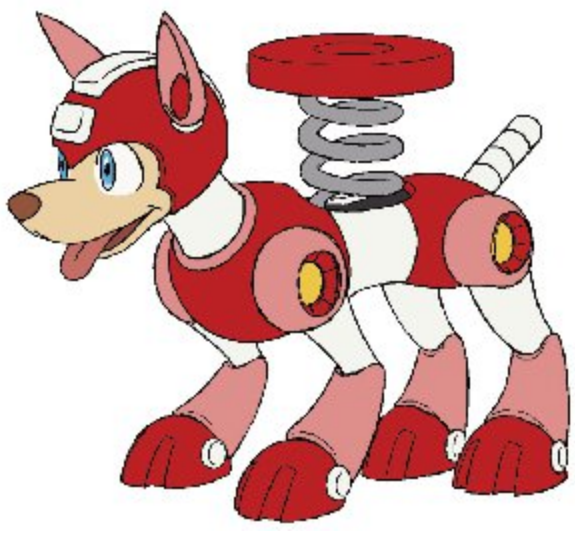
Sliding is faster than running, so if you’re gearing up to become a world-renowned speedrunner, you’ll definitely be doing a lot of this.

Mega Man does not carry momentum when sliding off an edge and will drop straight down. He’s a robot, not a ninja!

Rush Coil

Mega Man starts the game with Rush Coil. By summoning Rush Coil, Mega Man can jump on it to be launched into the air.

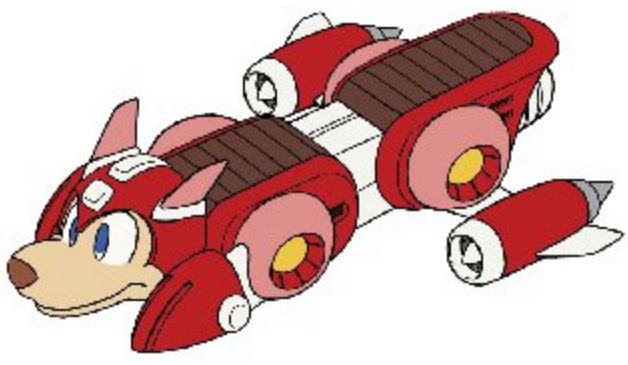
There are several places throughout the game that essentially require Rush Coil to reach, but you’re primarily going there for items like 1UPs or Medals in Medal Collector.



Rush Jet

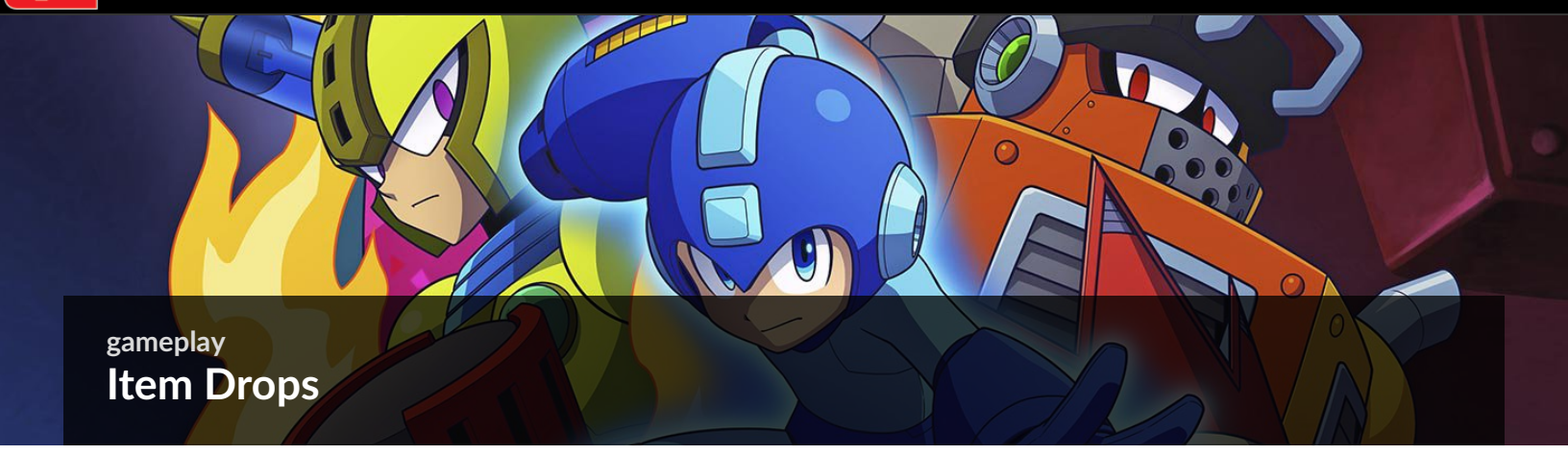
After you defeat any four Robot Masters, Rush Jet will be unlocked. Once Mega Man jumps on Rush Jet, Rush will begin moving forward and can be somewhat shifted upward or downward.

Rush Jet can be summoned after bouncing off of Rush Coil to reach all sorts of places.



Note

As long as you have at least one energy left, you can still use Rush Jet, Rush Coil, and Special Weapons.



gameplay

Item Drops

Screws

Large Screw

Small Screw

Energy Pellets

Large Energy Pellet

Small Energy Pellet

Weapon Capsules

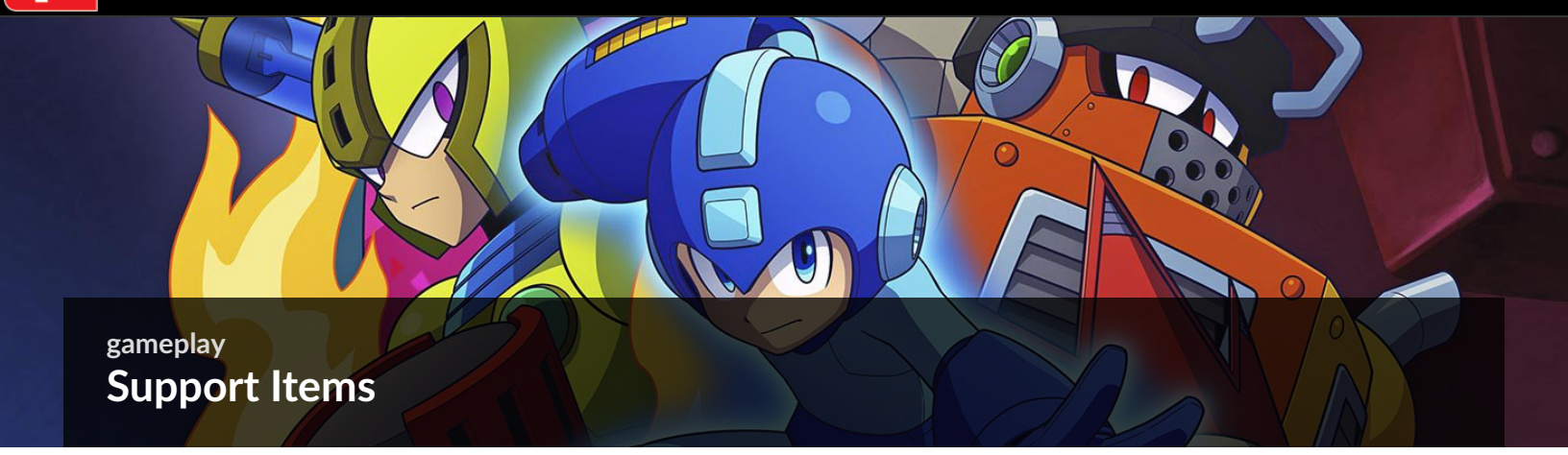
Large Weapon Capsule

Small Weapon Capsule

Gear Recovery

Large Gear Recovery

Small Gear Recovery



gameplay

Support Items

Energy Tank

Weapon Tank

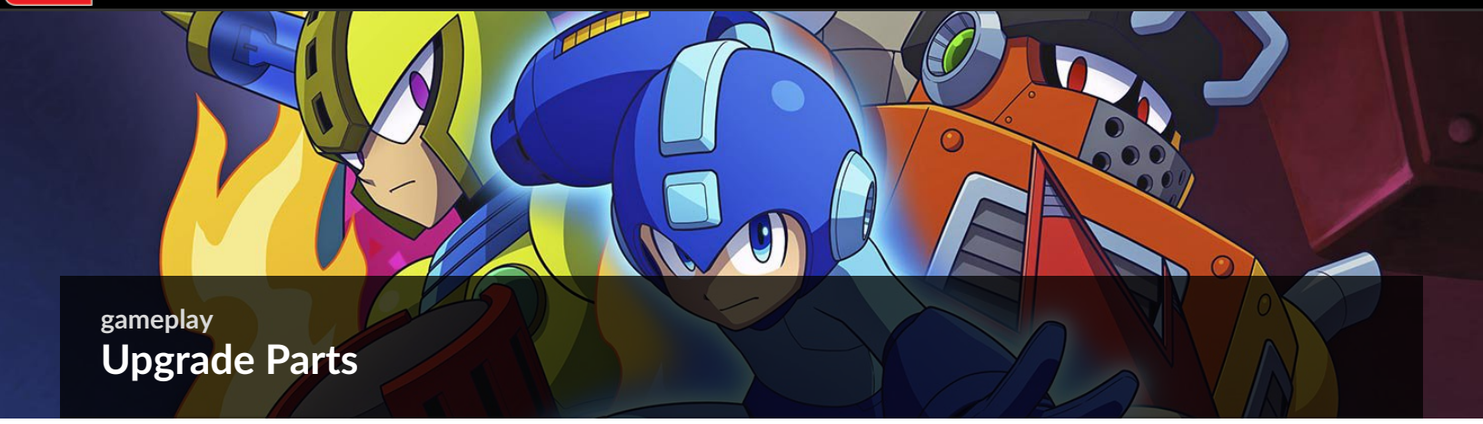
Mega Tank

Eddie Call

Beat Call

Pierce Protector

Super Guard



gameplay

Upgrade Parts

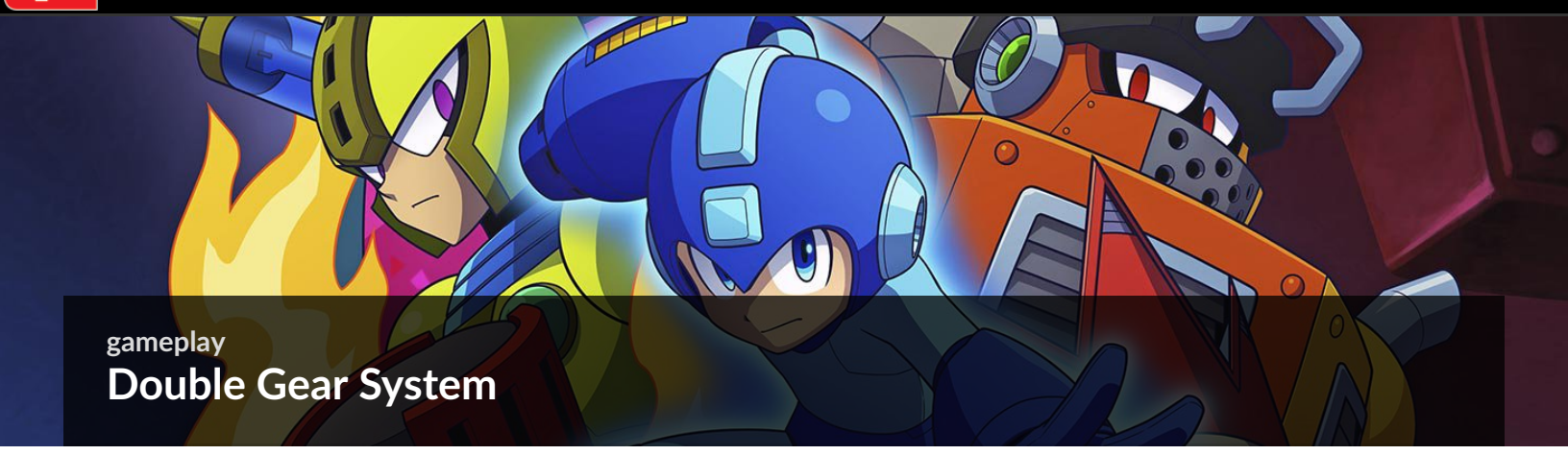
Mystery Chip

Buddy Call Plus

Tank Container

Energy Balancer

Visit the Support Items and Parts chapter to learn more about support items and upgrade parts for Mega Man.



gameplay

Double Gear System

The Double Gear System allows Mega Man to slow down time or increase his offensive capabilities for a limited time. If the Double Gear gauge turns completely red, Mega Man enters a cooldown state, temporarily rendering the Double Gear System inoperable.

Power Gear

Effect Time: 5 sec

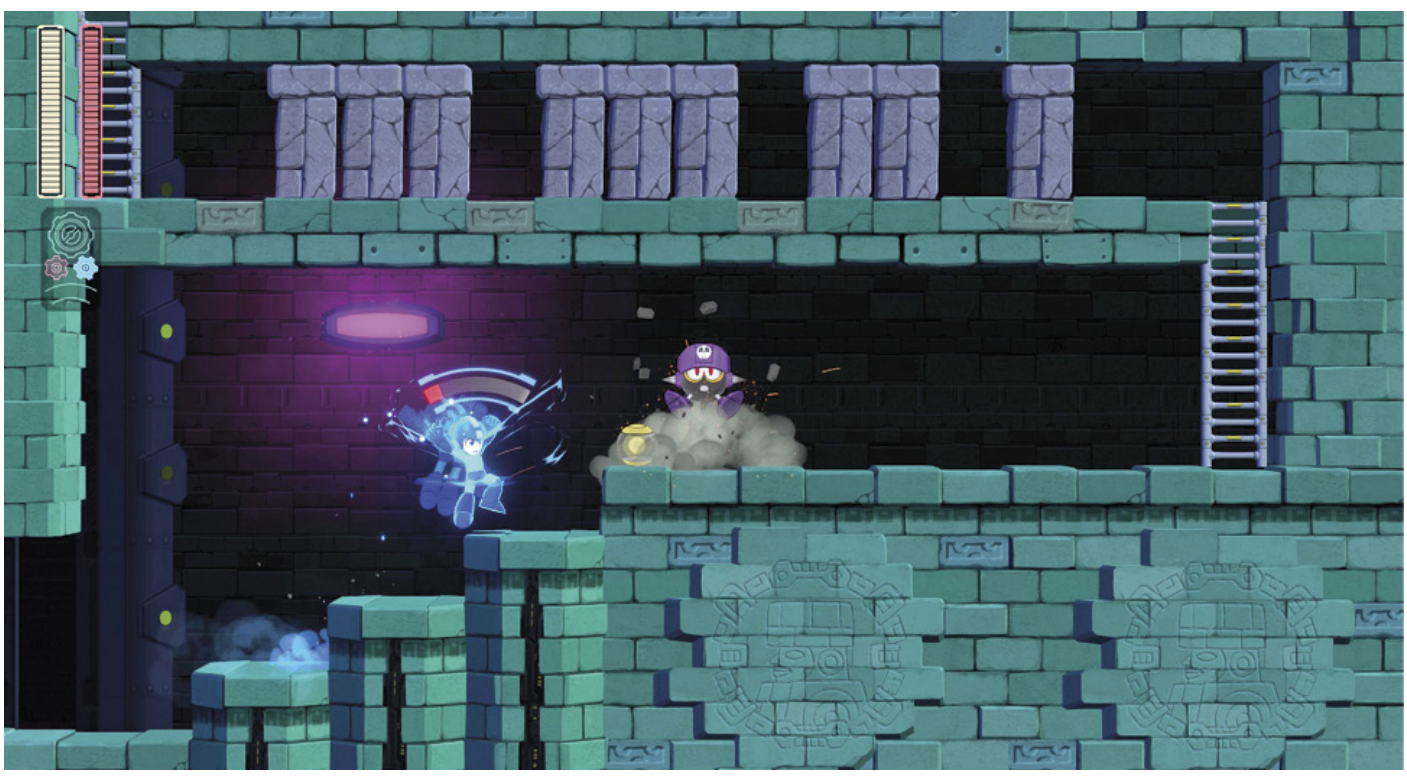
Player Speed: Normal

Enemy Speed: Normal

Gauge Depletion Effect: Cooldown (lasts 15 sec)

The Power Gear changes the Mega Buster's Charge Shot to the Double Charge Shot and alters the effect of Special Weapons, making them notably more powerful. Combined with the right weapon, the Power Gear excels at quickly eliminating bosses.

Speed Gear



Effect Time: 5 sec

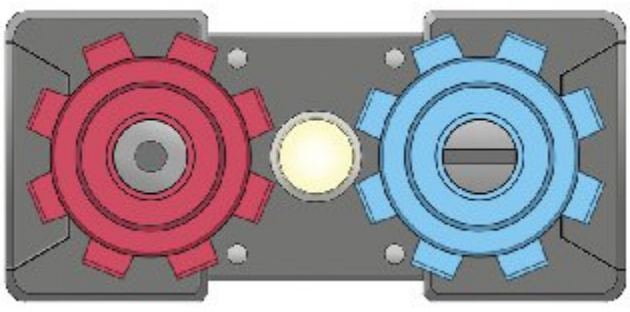
Player Speed: 1/2

Enemy Speed: 1/4

Gauge Depletion Effect: Cooldown (lasts 15 sec)

The Speed Gear is extremely useful throughout Mega Man 11, especially when upgraded with the Speed Gear Booster, which allows Mega Man to move at normal speed while enemies and hazards are trapped in slow motion.

Double Gear



Effect Time: 6 sec

Player Speed: Normal

Enemy Speed: 1/4

Gauge Depletion Effect: Overheat (lasts 20 sec)

To activate the Double Gear, which combines the effects of the Speed Gear and Power Gear, Mega Man's health must be at 8 or less.

The Double Gear enables an additional charge level for the Mega Buster: Final Charge Shot.

gameplay

Weapons

Equipment Weapon Specs

Weapon Attack Power

Weapon Name	Gear State	Weapon State	Parameters
Mega Buster	Normal	Standard	2
		Charge Shot	6
		Rapid Fire Shot	2
	Power Gear	Double Shot (1st)	6
		Double Shot (2nd)	10
		Final Charge Shot	16
Block Dropper	Normal		4
	Power Gear		4
Acid Barrier	Normal	Barrier	0
		Acid Buster	2
		Barrier	4
	Power Gear	Droplets	2
		Acid Buster	4
Pile Driver	Normal	Charge	8
		Explosion	8
	Power Gear	Charge	8
		Explosion	16
Bounce Ball	Normal		2
	Power Gear		2
Scramble Thunder	Normal	Electric Shot	2
		Electric Flow	2
		Electric Discharge	6
	Power Gear	Electric Shot	4
		Electric Flow	8
Tundra Storm	Normal		16
	Power Gear		16
Blazing Torch	Normal		6
	Power Gear		6
Chain Blast	Normal	Explosion 1	2
		Explosion 2	6
		Explosion 3	8
		Explosion 4	12
	Power Gear		16

Consumed Energy

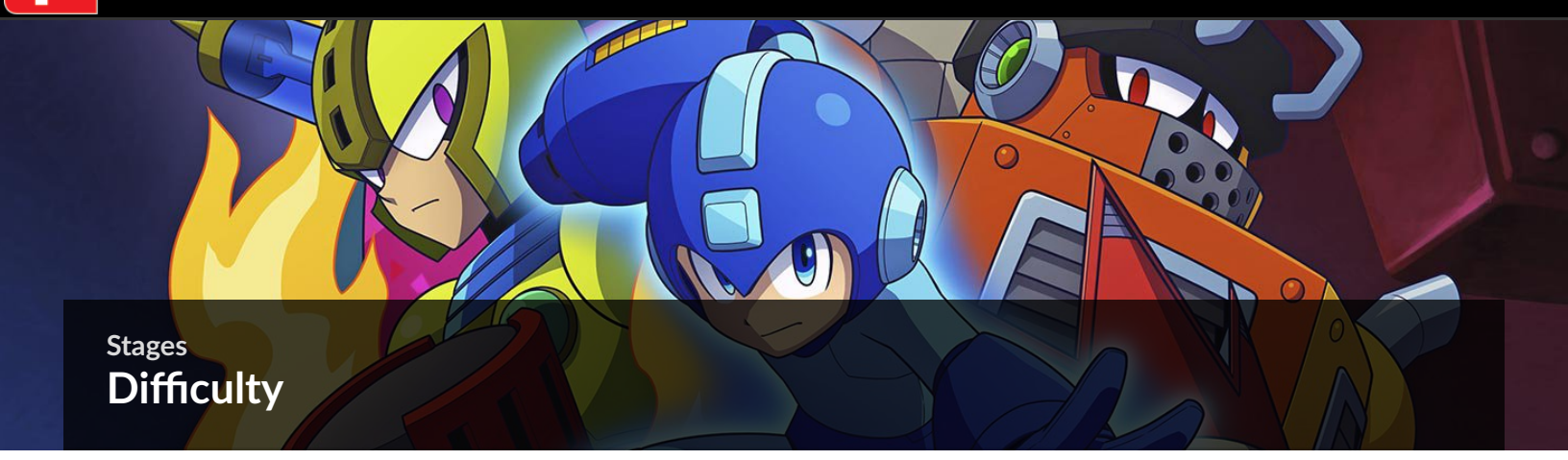
Weapon Name	Gear State	Parameters	Number of Uses
Mega Buster	Normal	0	
	Power Gear	0	
Block Dropper	Normal	4	14 uses from a MAX gauge
	Power Gear	6	9 (+1) uses from a MAX gauge
Acid Barrier	Normal	8	7 uses from a MAX gauge
	Power Gear	10	5 (+1) uses from a MAX gauge
Pile Driver	Normal	6	9 (+1) uses from a MAX gauge
	Power Gear	8	7 uses from a MAX gauge
Bounce Ball	Normal	2	28 uses from a MAX gauge
	Power Gear	4	14 uses from a MAX gauge
Scramble Thunder	Normal	4	14 uses from a MAX gauge
	Power Gear	6	9 (+1) uses from a MAX gauge
Tundra Storm	Normal	8	7 uses from a MAX gauge
	Power Gear	14	4 uses from a MAX gauge
Blazing Torch	Normal	4	14 uses from a MAX gauge
	Power Gear	10	5 (+1) uses from a MAX gauge
Chain Blast	Normal	2	28 uses from a MAX gauge
	Power Gear	10	5 (+1) uses from a MAX gauge

Attribute Effect

Weapon Name	Gear State	Guard Break	Guard Disabled	Freeze	Shock	Adhere
Mega Buster	Normal	Small / Mid: ✗ Large: ○	✗	✗	✗	✗
	Power Gear	○	✗	✗	✗	✗
Final Charge Shot	Power Gear	✗	○	✗	✗	✗
Block Dropper	Normal	✗	✗	✗	✗	✗
	Power Gear	✗	✗	✗	✗	✗
Acid Barrier (Acid Ball)	Normal	✗	✗	✗	✗	✗
	Power Gear	✗	✗	✗	✗	✗
Acid Man Barrier (Droplets)	Normal	✗	✗	✗	✗	✗
	Power Gear	✗	✗	✗	✗	✗
Pile Driver	Normal	○	✗	✗	✗	✗
	Power Gear	○	✗	✗	✗	✗
Bounce Ball	Normal	✗	✗	✗	✗	✗
	Power Gear	✗	✗	✗	✗	✗
Scramble Thunder (Electric Shot)	Normal	✗	○	✗	✗	✗
	Power Gear	✗	○	✗	✗	✗
Scramble Thunder (Electric Flow)	Normal	✗	○	✗	✗	✗
	Power Gear	✗	○	✗	✗	✗
Scramble Thunder (Discharge)	Normal	✗	○	✗	✗	✗
	Power Gear	✗	○	✗	✗	✗
Tundra Storm	Normal	✗	○	○	✗	✗
	Power Gear	✗	○	○	✗	✗
Blazing Torch	Normal	✗	○	✗	✗	✗
	Power Gear	✗	○	✗	✗	✗
Chain Blast (Bomb)	Normal	✗	✗	✗	✗	○
	Power Gear	✗	✗	✗	✗	○
Chain Blast (Explosion)	Normal	✗	○	✗	✗	✗
	Power Gear	✗	○	✗	✗	✗

Effective Against Bosses

Weapon Name	effective Against
Mega Buster	--
Block Dropper	Acid Man
Acid Barrier	Impact Man
Pile Driver	Bounce Man
Bounce Ball	Fuse Man
Scramble Thunder	Tundra Man
Tundra Storm	Torch Man
Blazing Torch	Blast Man
Chain Blast	Block Man



Stages

Difficulty

Mega Man 11 offers four difficulty levels: Newcomer, Casual, Normal, and Superhero. The walkthrough in this guide is based on Normal difficulty, as are all of the settings and information provided in the weapon and enemy charts.

Newcomer difficulty drastically reduces enemy hit points and damage, guarantees item drops from all enemies, and provides substantial support in the form of unlimited 1UPs and protection from insta-death spikes and bottomless pits, among other things.

On the opposite end of the spectrum, Superhero difficulty primarily increases enemy hit points, attack power, and boss behavior, but otherwise doesn't notably change the game much from Normal.

Newcomer

- Special Weapons and Gear Gauge usage is reduced by 50 percent.
- Gear Gauge recovery time is reduced by 50 percent.
- Weapon Energy is completely refilled upon death.
- Enemy hit points are reduced by 50 percent.
- Enemy attack damage is reduced by 50 percent.
- Enemy Item Drop Rate is 100 percent.
- Dr. Light's Lab Costs are reduced by 50 percent.
- Dr. Light's Lab item/part unlock requirements are reduced by 50 percent.
- Start the game with the Energy Balancer.
- ∞ Items: 1UP, Pierce Protector, Super Guard, Beat Call.

Casual

- Special Weapons and Gear Gauge usage is reduced by 50 percent.
- Gear Gauge recovery time is reduced by 50 percent.
- Weapon Energy is completely refilled upon death.
- Enemy attack damage is reduced by 50 percent.
- Enemy Item Drop Rate is 60 percent.
- Starting 1UPs: 5.

Normal

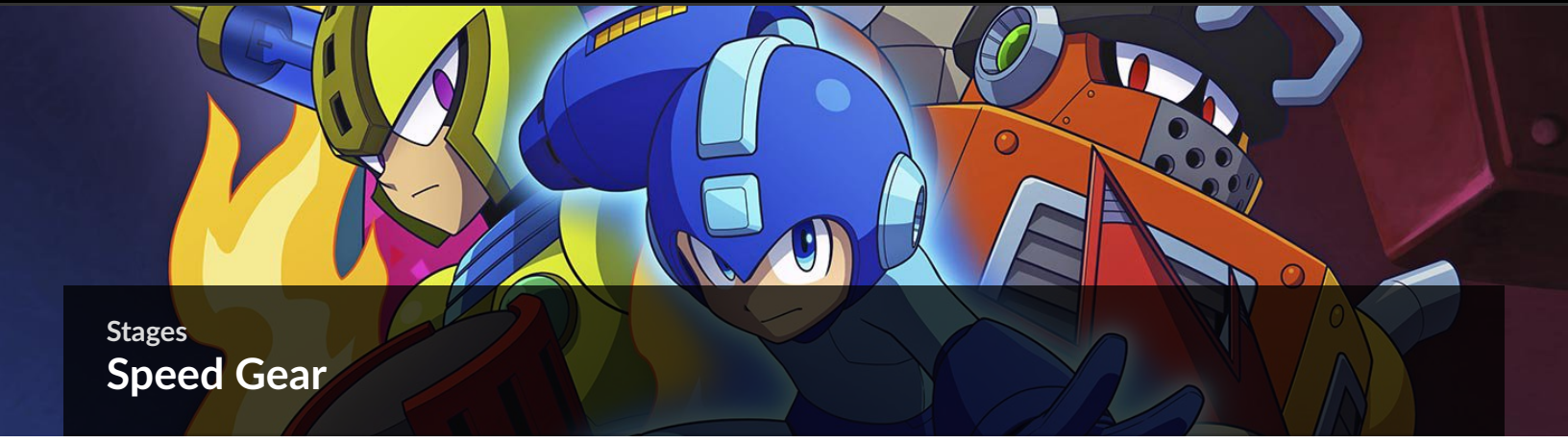
- Weapon Energy does not recover upon death.
- Enemy Item Drop Rate is 40 percent.
- Starting 1UPs: 2.

Superhero

- Weapon Energy does not recover upon death.
- Enemy hit points are doubled.
- Enemy attack damage is increased by 50 percent.
- Enemy Item Drop Rate is 40 percent.
- Starting 1UPs: 2.

Superhero also increases the capabilities of the Robot Masters:

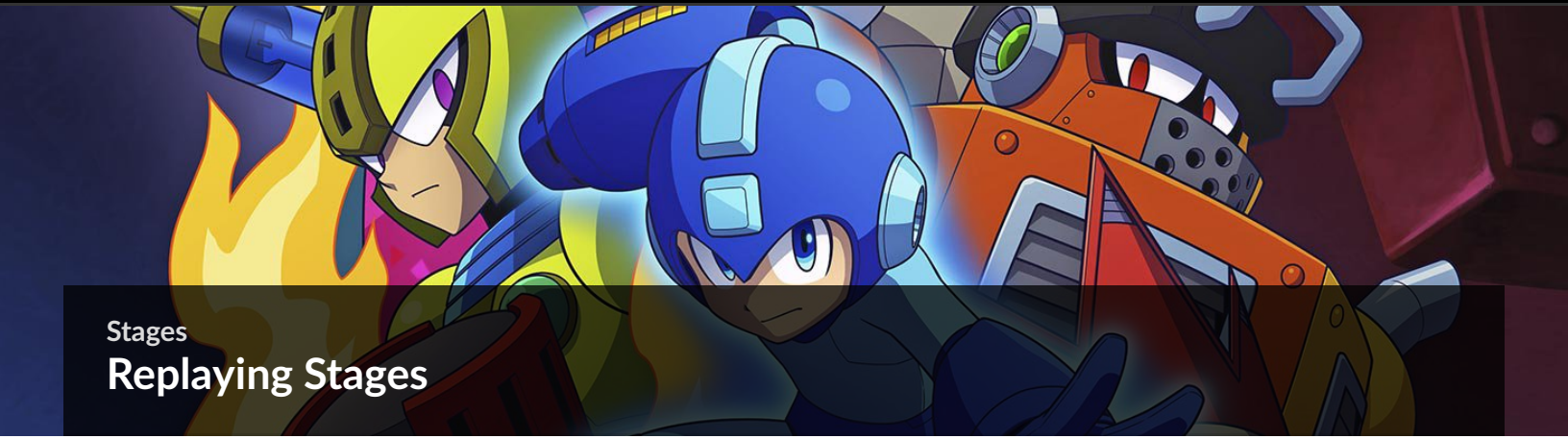
- Some attacks are stronger (e.g., Block Man drops more blocks).
- Movement or attack speed may be increased.
- Recovery times are faster, making them vulnerable for shorter periods.
- Power or Speed Gear can be used at any time.



Stages

Speed Gear

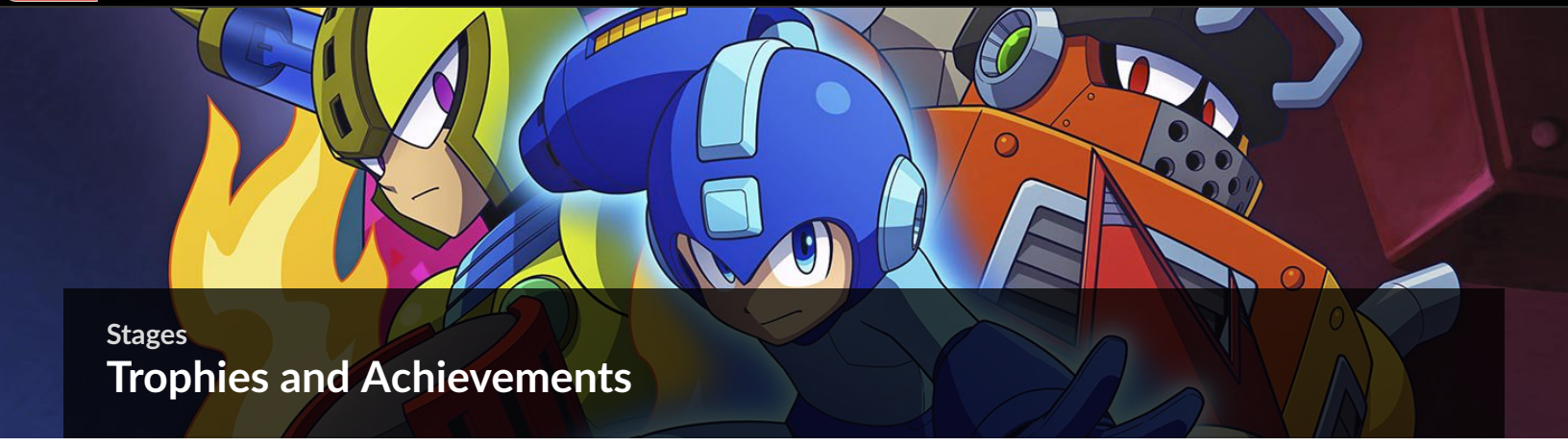
Because there have been 30 years of Mega Man games without the Double Gear System, longtime fans may have difficulty remembering to fire up the Speed Gear throughout the game. Yet it cannot be overstated (and you'll notice that this guide definitely tries!) how useful the Speed Gear can be. Mega Man 11 was designed with it mind, arguably even more so than the Power Gear. Try to get in the habit of using the Double Gear system to your advantage right away!



Stages

Replaying Stages

You can replay any stage at any time, even after defeating Dr. Wily. If you've already defeated the stage boss, you will automatically warp back to the Stage Select screen when you reach the boss room. This is useful primarily for farming trophies or achievements, as you shouldn't be low on Screws if you follow this guide.



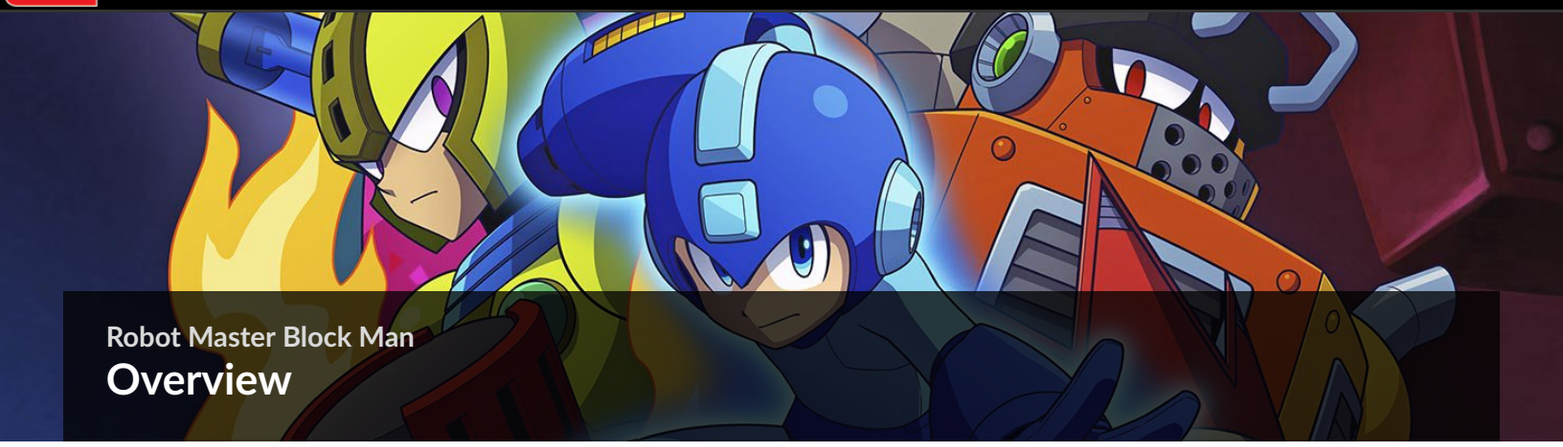
Stages

Trophies and Achievements

The stage walkthroughs point out stage-specific trophy and achievement opportunities. Check out the Achievements and Trophies chapter for a complete listing and for tips on unlocking every last one!

Medal Collector

In the maps for each of the first 10 stages, you'll see the location of eight medals hidden throughout. These medals are for the Medal Collector challenge and do not appear during the main game. See the Challenges section for more details.

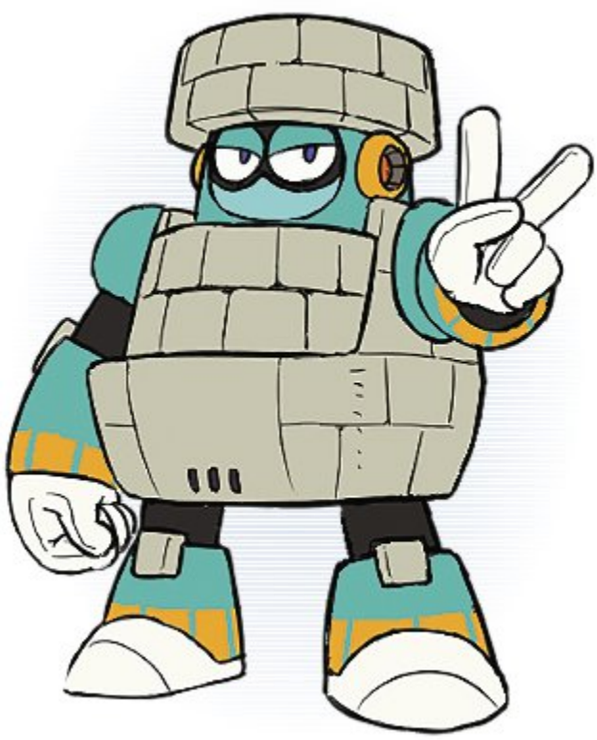


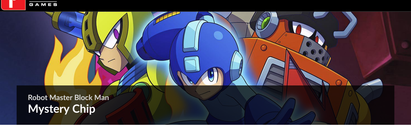
Robot Master Block Man

Overview

Block Man was designed to be the introductory stage for most players. The combat is not as difficult as later stages, but there are some tricky platforming sequences if you're just getting acclimated (or reacclimated) to Mega Man's controls. It's also a great stage for teaching yourself to use the Speed Gear often.

Just remember to go at your own pace and try to remain calm. Console controllers and televisions are a lot more expensive than they used to be!





Robot Master Block Man

Mystery Chip

Equip the Mystery Chip and complete Block Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 7:30—500/Under 7:30—1,000

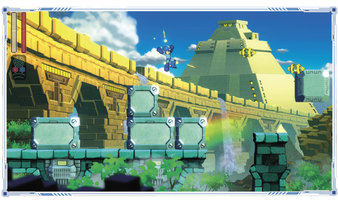
Casual: Over 5:00—500/Under 5:00—1,000

Normal: Over 5:00—250/Under 5:00—500

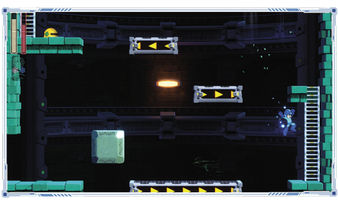
Superhero: Over 5:00—250/Under 5:00—500

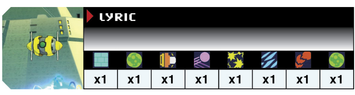
1 Upon entering the stage, head right and jump over a crate and then a stack of crates. You face the first of many bottomless pits. Shoot the two Lyrics closing in on you and then jump across the two gaps while avoiding the falling blocks.

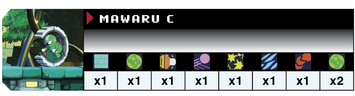
Stage Gimmick: Falling Blocks



In this stage, blocks periodically fall from above the screen straight down bottomless pits and will take you with them if you're not careful. Look for the dust as a warning sign that a falling block is imminent.

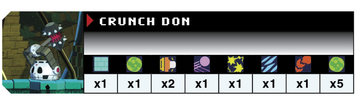






2 On the other side, you encounter a Mawaru C. Jump over him and he'll continue to the left to his doom; or use the Speed Gear and shoot him through the opening when it comes around. Past the Mawaru C are two more Lyrics. Take them out before dropping down along the path.

3 The Crunch Don has a lot of hit points. Until you get the Chain Blast or Pile Driver, you can deal with him in one of two ways: (1) Shoot him safely from a distance until he's destroyed, or (2) let him slam his hammer down, revealing the pad on his back. If you're quick, you can use the revealed maintenance pad as a platform and jump or slide over him.



4 Summon Rush Coil to reach the Large Screw.

Note that this Screw will respawn each time you enter the level, making it the fastest way to earn early Screws in the entire game. If you want to be decked out in all the best gear Dr. Light's lab has to offer before even reaching the first Robot Master, follow these steps: Grab the Screw, open the menu, and exit to the Stage Select screen. You'll now be 100 Screws richer, which is already enough to buy the Energy Balancer. Then reenter Block Man's stage and repeat until you have as many Screws as you want. The process takes just seconds and is relatively safe, as long as you keep an eye on the falling blocks.

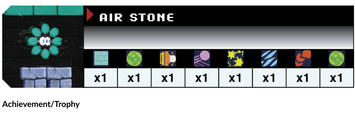
Superhero Difficulty: This Screw does not spawn on Superhero difficulty, but you won't need it to. Instead, the Lyrics covered in steps 1 and 2 respawn when you move back and forth on the platform where the Mawaru C was.

Enemies also have a higher chance of dropping Screws on Superhero (including Large Screws, worth 100 Screws each), so you can easily amass a fortune simply by running back and forth and farming Lyrics.

Please refer to the section of this guide covering Dr. Light's Laboratory–Support Items and Parts for recommended parts. At the very least, consider grabbing the Shock Absorber, especially for the Totemer mid-boss battle (300 Screws).

5 In the next room, a Mawaru C is on the upper level. Either jump over him or destroy him using the same tactic as before.

6 After climbing up, your path is blocked by numerous stone blocks, with an Air Stone enemy hiding in the middle. A single Charge Shot will clear the path of blocks. As you get close, the Air Stone materializes, allowing you to destroy it as well.



Achievement/Trophy

Bullseye!

Defeat a Mawaru C using your Mega Buster without Speed Gear.

7 Another Air Stone is floating over a conveyor belt that leads to a Crunch Don blocking the way out. Get close enough to shoot the Air Stone, then stand to the left of the conveyor belt and safely eliminate the Crunch Don.

Alternately, if you get the Crunch Don to reveal its maintenance platform, you can slide through the doorway.

8 Shoot through the concrete blocks and climb up the ladder.

Achievement/Trophy

Demolition Man

Use Chain Blast to destroy a stone wall. (Excludes Challenge Mode)

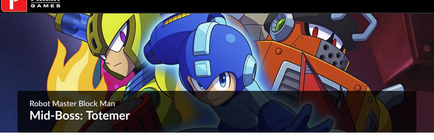
9 In the next room are two conveyor belts and a Metall near the far end. Metall's cannot be shot while their helmet is down, but a Charge Shot will break their guard and leave them open to follow-up attacks (normally with the assistance of the Speed Gear, as they tend to recover fairly quickly). If you get close, the Metall reveals itself and tries to shoot you; shoot it instead.

Take out the Metall and grab the Small Energy below if you need it before heading up the ladder.

10 Wait for the Mawaru C's weak spot to be just about in your line of fire, then hit the Speed Gear and fire a Charge Shot through the barrier. If your timing was correct, the Mawaru C, and blocks on the other end, will be destroyed.

11 Above is yet another Mawaru C. Shooting the blocks lets him roll down to the second level and off to the right, into a bottomless pit. Grab the Screws and take out the two Lyrics coming after you.

12 Navigate across the three bottomless pits. Falling blocks only drop down the second two.



Robot Master Block Man

Mid-Boss: Totemer

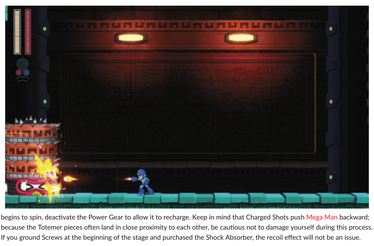
HP: Unknown

Weaknesses: Chain Blast x4, Pile Driver x1.5

Totemer is only vulnerable on the piece with a face—all the other pieces are invincible. Furthermore, the weak point is only vulnerable when it's not spinning; otherwise it, too, becomes impervious to damage.

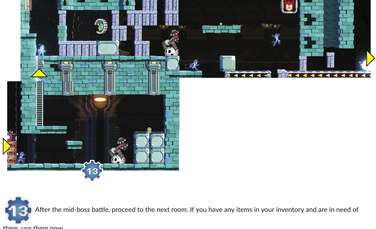
Throughout the battle, Totemer begins to spin and then all four pieces split up and land at different spots across the room. To defeat the boss, avoid the pieces and try to predict where the face will land, so you can shoot it before it begins to spin again.

For maximum damage, prepare a Power Gear Charge Shot and fire it just as the face lands, then spam Buster shots. Once the Totemer



begins to spin, deactivate the Power Gear to allow it to recharge. Keep in mind that Charged Shots push Mega Man backward; because the Totemer pieces often land in close proximity to each other, be cautious not to damage yourself during this process. If you ground Screws at the beginning of the stage and purchased the Shock Absorber, the recoil effect will not be an issue.

After splitting up and landing on the floor, Totemer's pieces spin and reassemble on either side of the screen. There is another brief window to land a Charge Shot. Continue this strategy until you destroy Totemer.



13 After the mid-boss battle, proceed to the next room. If you have any items in your inventory and are in need of them, use them now.

A Crunch Don is guarding a Large Energy. You can use his maintenance platform to reach it, or destroy him and use Rush Coil. Continue upward when ready.

14 A Mawaru C is barricaded between several layers of blocks. Shoot a Charge Blast across the top two rows to clear them out, then use normal Mega Buster shots to clear out the first three blocks on the bottom level. Jump onto the ledge to the left while Mawaru C rolls through the hole you just made. Now jump through the gap above and then again onto the remaining two blocks. Or forget everything you just read and use the Speed Gear to erase the Mawaru C from existence.

15 Beyond the Mawaru C, among more stone blocks, is a Crunch Don. Destroy the blocks and take him out from a distance or force him to reveal his maintenance platform. This allows you to make a somewhat tricky jump onto an upper platform with a Small Energy. Below is a conveyor belt with falling blocks landing on it every few seconds. Whether you go high or low, wait for a block to come, race across to the right, then release a Charge Shot. This should clear the stone blocks on the next conveyor belt.

16 As soon as you pass the shaft dropping the stone blocks onto the conveyor belt, a pillar with rotating blades drops behind Mega Man. The conveyor belt is still moving to the left, and two platforming structures with different configurations of stone blocks drop down through a hole in the ceiling ahead.

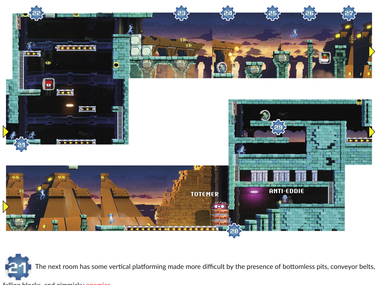
17 For the first structure, shoot a Charge Shot to clear out a stone block in the front and back of the moving platform. Then use normal shots to quickly take out the remaining stone blocks as you hop up and over the steps and through the passage you made with the Charge Shot.

18 For the second structure, use a normal shot to make room for Mega Man on the first ledge, then fire a Charge Shot (or a bunch of rapid normal shots) to clear out the stone blocks in the upper middle section. Jump up to the next ledge and slide through.

If this section gives you any issues, use the Speed Gear to compensate.

19 Once you're off the conveyor belt, a Mawaru C bounces off the upper wall and drops down in front of you. Jump over him and he rolls away, toward the bladed pillar to the left.

20 After the block the Mawaru C bounced off, there is a bottomless pit followed immediately by a conveyor belt with a Crunch Don on it. The safest approach is to run back and jump onto the block, letting the Crunch Don fall down the pit.



21 The next room has some vertical platforming made more difficult by the presence of bottomless pits, conveyor belts, falling blocks, and gimmicky enemies.

Watch for the falling blocks on either end of the platforms. As soon as you land on the first conveyor belt, the Air Stone materializes and you can destroy it with a Charge Shot.

Climb up the ladder and quickly cross the conveyor belts. Destroy the Metall with a Charge Shot as soon as you're in front of it, watching for the falling blocks.

22 Climb up the stairs and take out any Lyrics you can before moving forward. They continue to spawn from three different points around the room.

On the next conveyor belt is another Air Stone, and the same two falling block shafts as the room below. Take out the Air Stone as you pass through and jump up to the right.

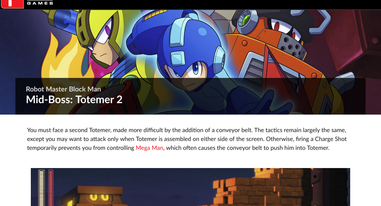
23 Shoot the two Lyrics with a Charge Shot. The following sequence includes several platforms of varying size and height, combined with enemies and falling blocks.

24 Stand next to the first ledge, watching out for the falling blocks above. This causes a Mawaru C to roll forward from the right and plummet down the pit. Jump down to the first low platform and take out the Air Stone when it appears.

25 Jump up the platforms. Falling blocks come down after the thin, tall platform, so beware.

26 Ahead on the longer platform are two Lyrics and an Air Stone.

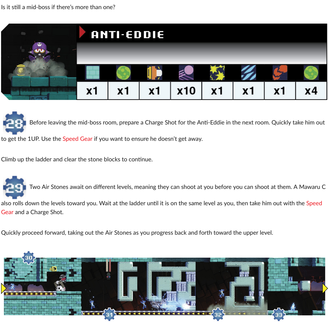
27 The next two pits also have falling blocks. Proceed to the right with caution.



Robot Master Block Man

Mid-Boss: Totemer 2

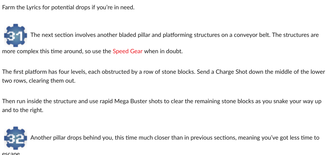
You must face a second Totemer, made more difficult by the addition of a conveyor belt. The tactics remain largely the same, except you may want to attack only when Totemer is assembled on either side of the screen. Otherwise, firing a Charge Shot temporarily prevents you from controlling Mega Man, which often causes the conveyor belt to push him into Totemer.



Consider swapping the Power Gear for the Speed Gear during this battle to further ensure your safety.

The far sides of the screen, where Totemer reassembles, have a small area without the conveyor belt; safely wait out each cycle here.

Is it still a mid-boss if there's more than one?



28 Before leaving the mid-boss room, prepare a Charge Shot for the Anti-Eddie in the next room. Quickly take him out to get the 1UP. Use the Speed Gear if you want to ensure he doesn't get away.

Climb up the ladder and clear the stone blocks to continue.

29 Two Air Stones await on different levels, meaning they can shoot at you before you can shoot at them. A Mawaru C also rolls down the levels toward you. Wait at the ladder until it is on the same level as you, then take him out with the Speed Gear and a Charge Shot.

Quickly proceed forward, taking out the Air Stones as you progress back and forth toward the upper level.

30 The next section has a conveyor belt leading to a Crunch Don. The low ceiling means you can't jump over him, even when his maintenance platform is revealed. Lyrics also spawn overhead, meaning additional trouble if you can't destroy the Crunch Don quickly.

Before moving into this area, switch to the Power Gear and prepare a full Charge Shot. This will clear out the Crunch Don and let you move forward.

Farm the Lyrics for potential drops if you're in need.

31 The next section involves another bladed pillar and platforming structures on a conveyor belt. The structures are more complex this time around, so use the Speed Gear when in doubt.

The first platform has four levels, each obstructed by a row of stone blocks. Send a Charge Shot down the middle of the lower two rows, clearing them out.

Then run inside the structure and use rapid Mega Buster shots to clear the remaining stone blocks as you snake your way up and to the right.

32 Another pillar drops behind you, this time much closer than in previous sections, meaning you've got less time to escape.

The last structure may look complicated at first but is relatively simple. Jump to the first ledge and release a Charge Shot to clear the two small blocks ahead of you. Then jump up again and clear the two stone blocks at the top so you can slide through.

Drop down and slide to the left, then quickly jump up and slide to the right, and you're out!

33 The next room has a pit with falling blocks. An E Tank is on a ledge in the upper left. Jump across the gap and drop Rush Coil as close to the edge as possible. Once the way is clear of falling blocks, bounce up to grab the E Tank. Proceed to the right, grabbing the Large Gear power-up as you go.

34 You must traverse another series of conveyor belts, with a bottomless pit in the middle of the room. This time, however, there are multiple falling blocks that land on the conveyor belts.

Upon entering the room, immediately head right and climb up the ladder.

35 Note the patterns of the blocks moving along the conveyor belts. You can go left along the intended path, but there's an easier shortcut to reach the next level. Drop a Rush Coil near the ledge of the platform with the ladder. When the way is clear, jump up and to the right to get on top of the conveyor belt above you.

36 Keep running to the right to stay in the corner of the conveyor belt and avoid the falling blocks.

You must use the block to jump onto the next conveyor belt. However, if you wait until the block touches the same conveyor belt you're on, it will be much more difficult to jump off it. The trick is to jump up alongside the block as it's falling off the top conveyor onto your level and land on it as it lands. Then immediately jump again to reach the conveyor belt above. Use the Speed Gear to make this process much easier.

You can also wait for the way to be clear and drop a Rush Coil instead. Keep in mind that Rush will move along the conveyor, so act quickly.

Note that if you spend more than a few seconds in this area, jumping up causes Lyrics to start homing in on you. Lyrics also spawn from the left wall, so beware of them and shoot them down as needed before attempting any tricky jumps.

Jump to the right and you're out of the room.

37 Ahead are several platforms surrounded by bottomless pits. Falling blocks drop from above, while Lyrics move in on your position. As you've likely learned by now, Mega Man gets stunned and knocked backward whenever he takes damage. This is the number one cause of bottomless-pit-related deaths.

Let the Lyrics get close and take them out, then jump across the first few platforms.

38 An Air Stone waits on the lowest platform, along with another Lyric. Destroy them and then inch to the right on the same platform to materialize the next Air Stone and destroy it as well.

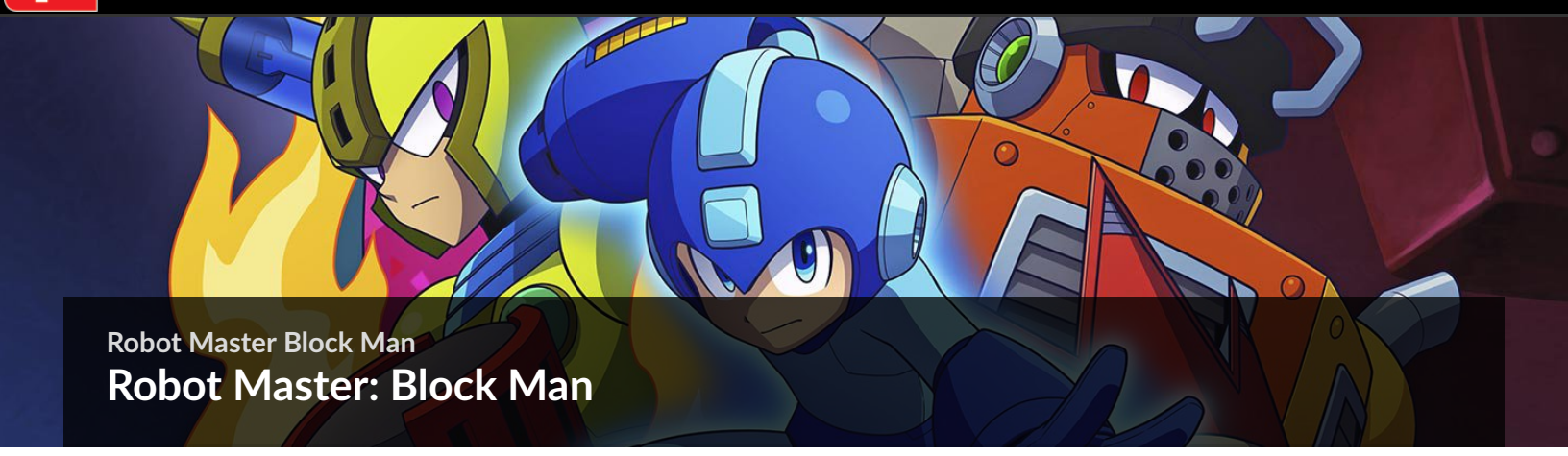
39 Two more Air Stones are at the far right side of this room. Destroy the first one, then prepare a Charge Shot and drop down to take out the second one.

40 Upon entering the next room, a Mawaru C rolls toward you on a conveyor belt. You can either use the Speed Gear to destroy it before moving forward, or jump over it and simultaneously blast the Air Stone floating over the middle of the conveyor belt.

41 Head up the ladder and then to the ladder on the left. Another Mawaru C rolls toward you. Jump over this one, as you'll need your Speed Gear fully charged for the next area. Proceed up the ladder.

42 Clear out the stone blocks with a Charge Blast, then prepare another Charge Blast as you head right. As soon as you jump onto the platform where the Air Stone is, trigger the Speed Gear. Take out the Air Stone and prep a final Charge Blast. Jump up and shoot it to the left to clear out the stone blocks and destroy the Anti-Eddie before he gets away.

43 Up the ladder is the doorway leading to Block Man. There are no enemies, just an Energy. Use any items you need before proceeding.

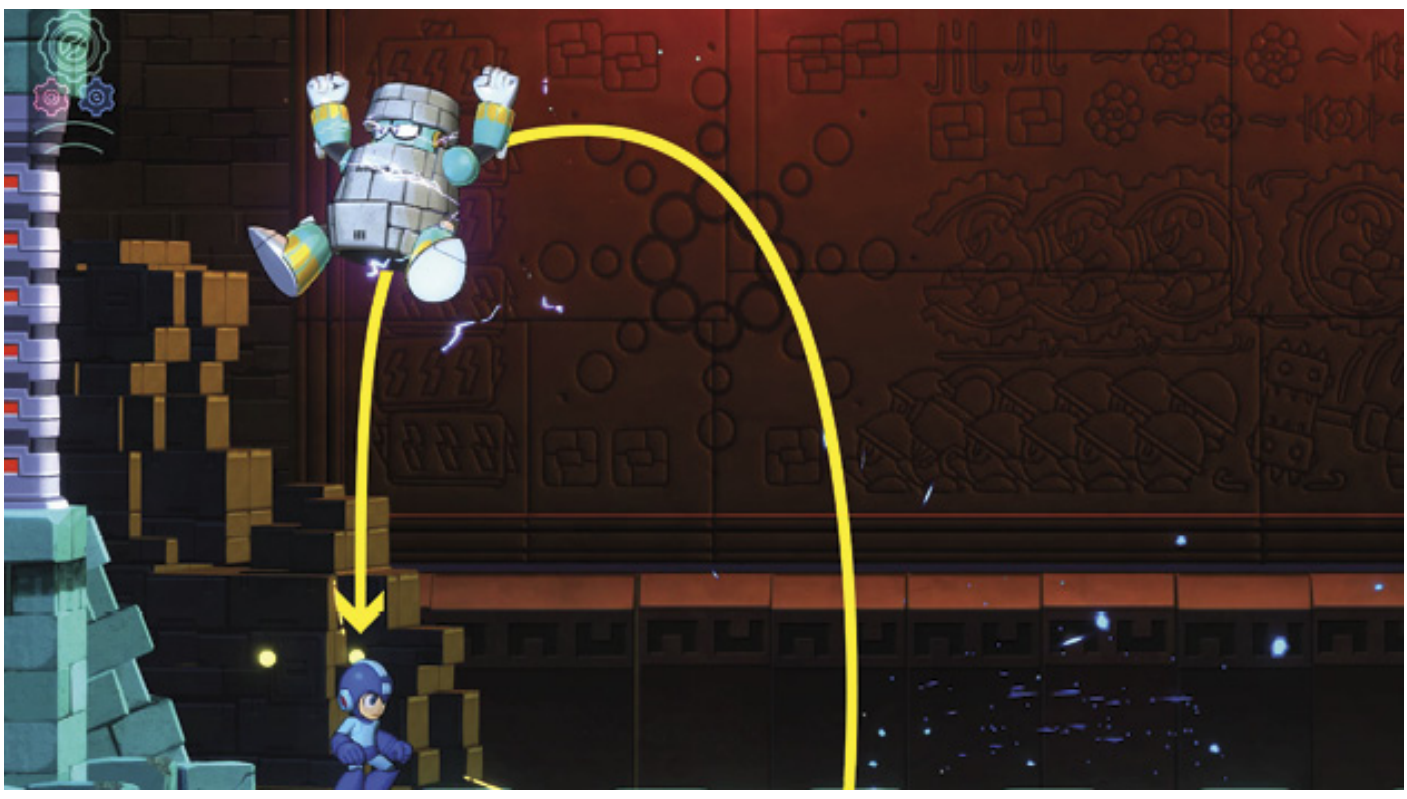


Robot Master Block Man

Robot Master: Block Man

Block Man is weak to Blast Man's Special Weapon, Chain Blast, but as you haven't visited Blast Man yet, you'll need to use the Mega Buster. Worry not, as Block Man is easier to handle than the rest of his robotic compatriots.

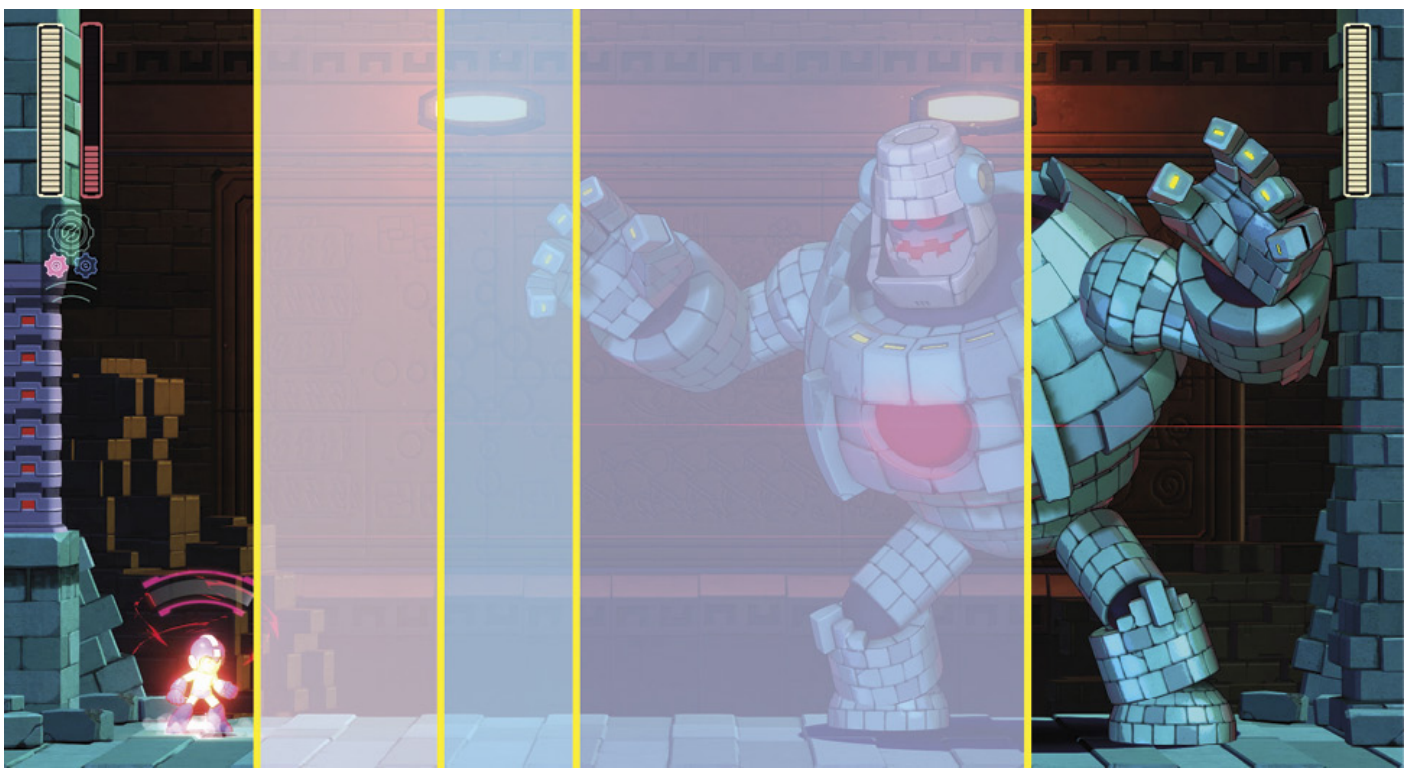
The battle begins with Block Man running toward you. He jumps with the intention of landing where you were standing, so simply move away in either direction to avoid it and blast him with a few shots.



After each jump, he summons four blocks above you and drops them. They, too, are easily avoidable. It's best to create as much distance between you and Block Man while the blocks drop. Fire a Charge Shot at him, then pelt him with regular shots as he runs toward you again.

After taking a small bit of damage (roughly 40 percent of his total health, or two to three Charge Shots), Block Man uses his Power Gear to transform into a giant golem.

The golem has its own health bar and is only vulnerable in the glowing red circle in the middle of its chest. It has several new attacks, and the Charge Shot cannot hit its weak point during certain frames of its walk animation.



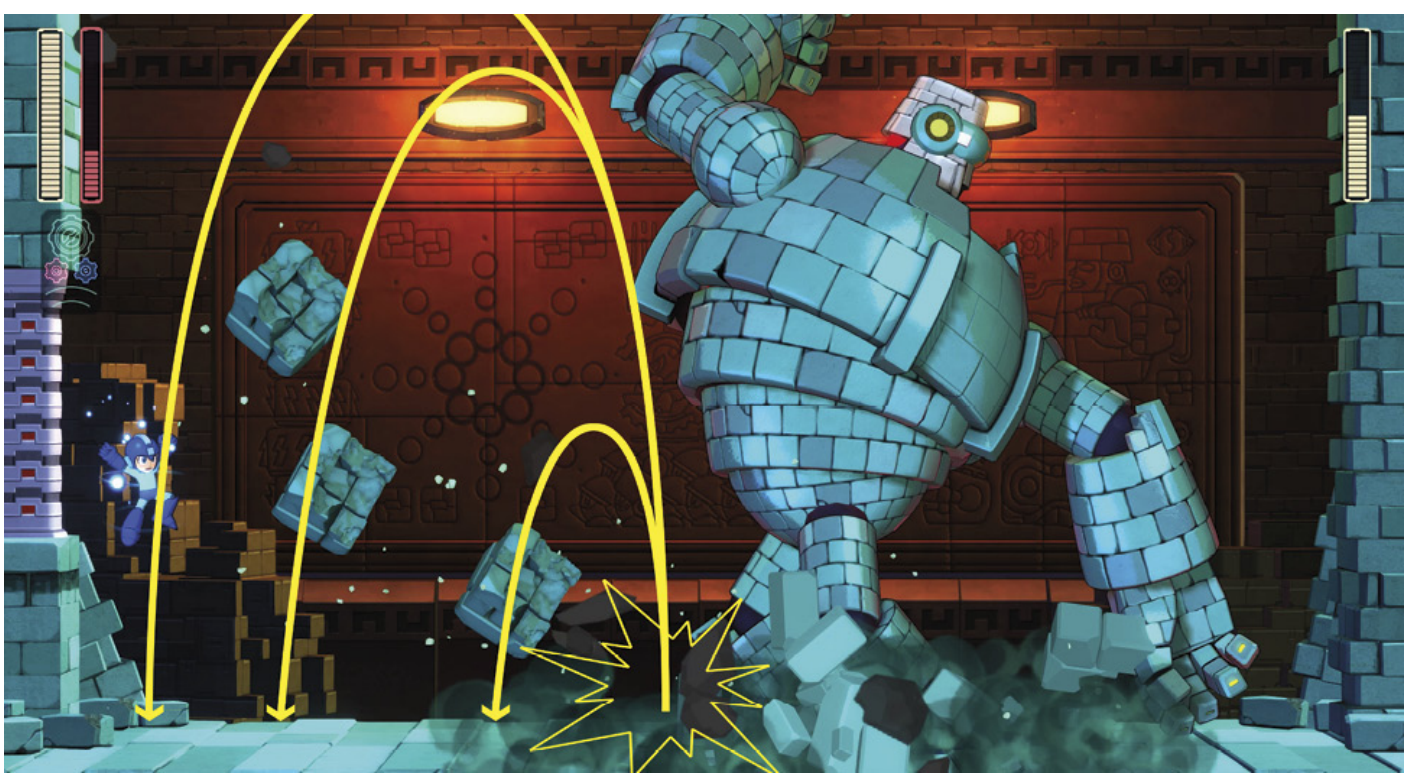
The golem has three attacks:

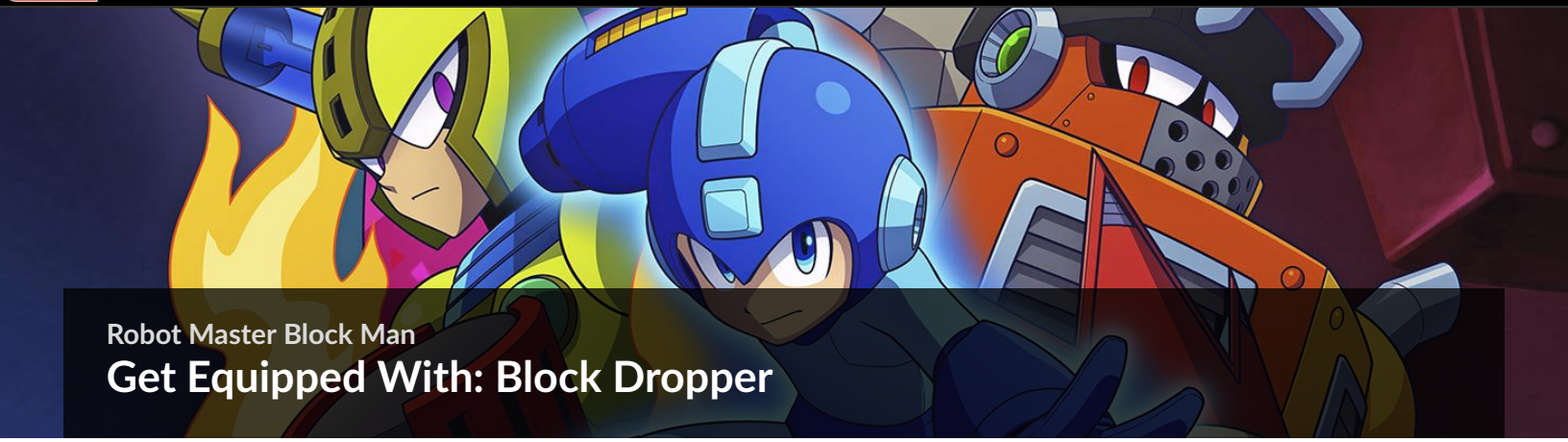
1. Slapping the ground, which has a wide arc and doesn't leave much room to dodge when done in close proximity to the wall.
2. A block toss, which sends three large blocks flying toward Mega Man. These are easy to dodge and can also be destroyed with a Charge Shot.
3. A punch, which can be avoided by moving away or sliding under it into the space between the golem's foot and fist.

It's important to keep the golem away from the far left wall, as it makes his most common close-range attack nearly impossible to dodge. To do this, you need to stand near him and force him to attack you instead of walking forward, which he will do if Mega Man is positioned out of attack range.

Once you destroy the golem, Block Man falls to the ground, stunned. Take the chance to get some additional damage done.

At this point, Block Man retreats to the far corner and channels his inner Street Fighter n00b by throwing endless waves of projectile blocks. Some of these you can jump over, but it's ideal to position Mega Man in the opposite corner and repeatedly use Charge Shots. They will blast through the blocks and will hit Block Man if timed properly. Wait until Block Man is about to jump up before firing. The Charge Shot should reach him when he is landing, before his next jump.

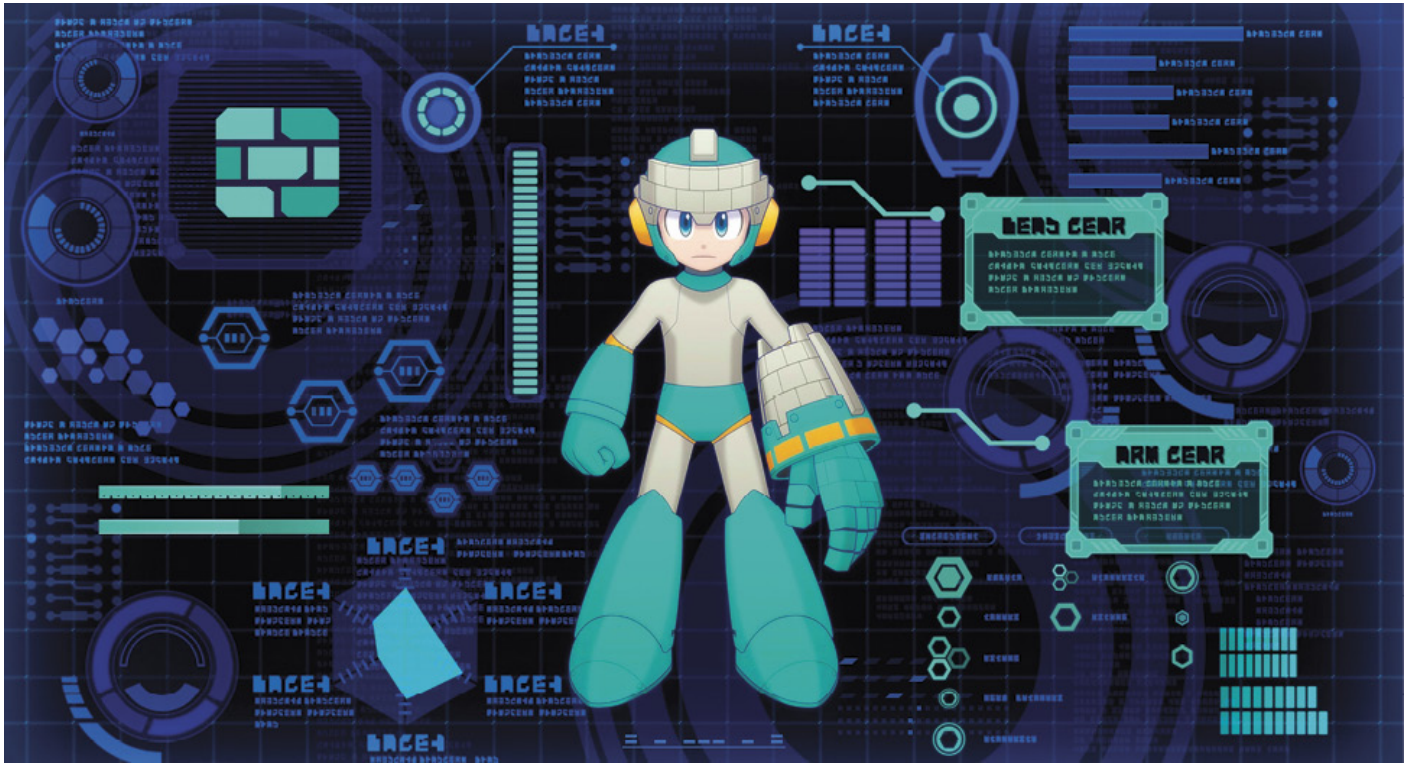




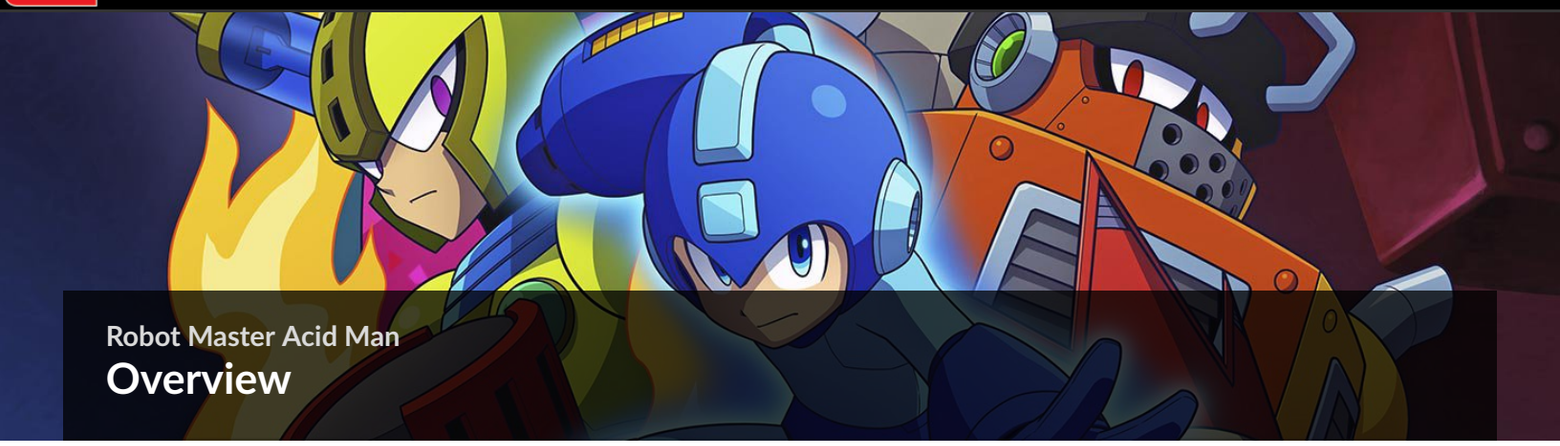
Robot Master Block Man

Get Equipped With: Block Dropper

As the name implies, the Block Dropper drops four blocks from the top of the screen relevant to Mega Man's location. It's great for clearing out hard-to-reach enemies or destroying enemies before they're "activated" by Mega Man's proximity.



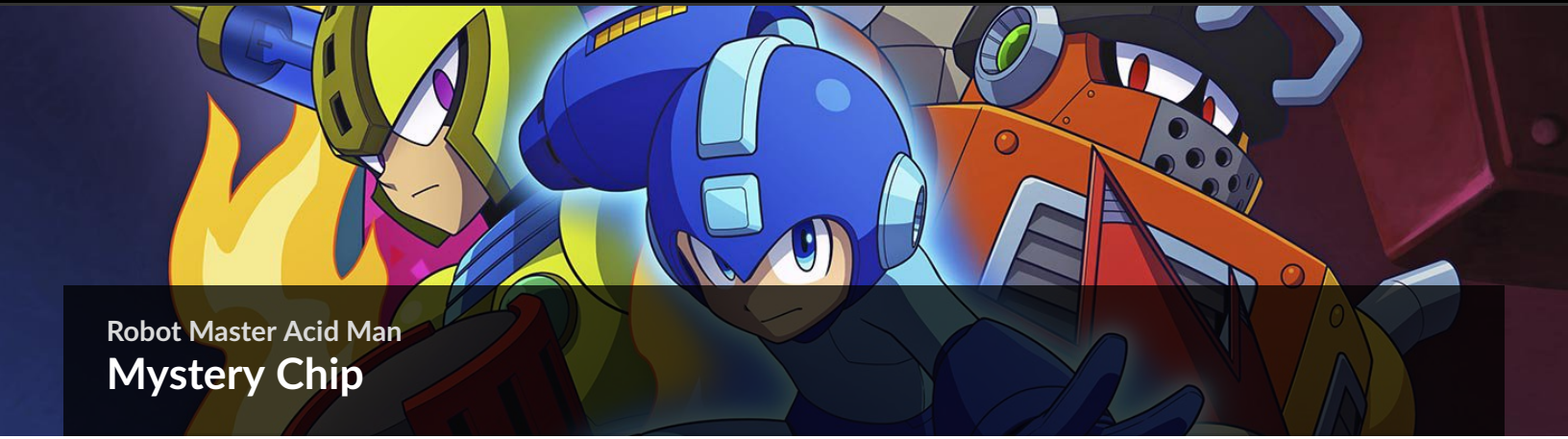
When you use the Power Gear, the Block Dropper quadruples the amount of blocks dropped!



Robot Master Acid Man

Overview

Acid Man's stage is slightly larger than Block Man's, swapping bottomless pits and conveyor belts for acid pools and a few tricky underwater sections with spikes.



Robot Master Acid Man

Mystery Chip

Complete Acid Man's stage under the following times to activate the Mystery Chip and get rewarded double the normal amount of Screws!

Newcomer: Over 9:00—500/Under 9:00—1,000

Casual: Over 6:00—500/Under 6:00—1,000

Normal: Over 6:00—250/Under 6:00—500

superhero: Over 6:00—250/Under 6:00—500

Robot Master Acid Man

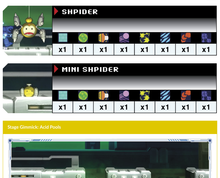
Recommended Gear

Block Man was just a warmup. To cut down on unnecessary deaths, we recommend using the Block Man Screw strategy to gear up Mega Man as much as possible before proceeding.

If you prefer to forgo the easy route but would still like to gain as many Screws as possible, consider working toward the Mystery Chip first. It will provide bonus Screws for completing a stage, and double the amount of Screws when the stage is finished within a certain amount of time. The corresponding times and amounts are displayed at the start of each stage's chapter throughout this guide.

Alternatively, the Screw Catcher will cause enemies to drop more Screws, providing additional funds organically over time. Even when combining the Screw Catcher and double bonus from the Mystery Chip, the Block Man strategy is still faster.

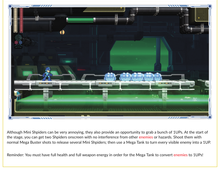
Either way, it's a good idea to purchase the Buster Plus Chip before heading into Acid Man's stage, as it will greatly assist you for the remainder of the game. A few Plasma Protectors will also come in handy as they will prevent any sudden deaths caused by the many treacherous spikes in Acid Man's underwater areas.



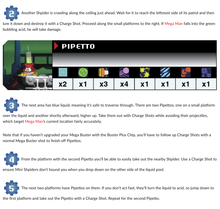
On the arrival screen, a Shielder hangs overhead. Shielders drop down low when Mega Man is within range, allowing them to be shot more easily. They can also be damaged with Mega Man's new Block Dropper Special Weapon, but if you used that every time you saw a Shielder in this level, you'd run out of weapon energy very quickly.

Either way, Shielders drop Mini Shielders when they are destroyed (rather than destroyed outright with a Charge Shot), so be ready for the additional enemies that will appear. Mini Shielders sometimes drop small amounts of energy.

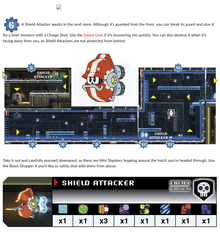
Lure the Shielder down and blast it with a Charge Shot, preventing it from dropping its robo-babies.



Stage Gimmick: Acid Pools



Most of this stage's lower level is filled with liquid. The liquid has four levels of toxicity: blue, yellow, and red are safe (though still hinder Mega Man's movement speed), and green means that Mega Man can contact. Pipettos will incrementally increase the toxicity level of any given liquid pool by dousing their acid into it, so try to take them out before they can!



Although Mini Shielders can be very annoying, they also provide an opportunity to grab a bunch of SUPs. At the start of the stage, you can get two Shielders annoying with no interference from other enemies or hazards. Shoot them with normal Mega Buster shots to release several Mini Shielders, then use a Mega Tank to turn every visible enemy into a SUP.

Reminder: You must have full health and full weapon energy in order for the Mega Tank to convert enemies to SUPs!

Another Shielder is crawling along the ceiling just ahead. Wait for it to reach the leftmost side of its patrol and then jump down and destroy it with a Charge Shot. Proceed along the small platforms to the right. If Mega Man falls into the green bubbling acid, he will take damage.

The next area has blue liquid, meaning it's safe to traverse through. There are two Pipettos, one on a small platform over the liquid and another shortly afterward, higher up. Take them out with Charge Shots while avoiding their projectiles, which target Mega Man's current location fairly accurately.

Note that if you haven't upgraded your Mega Buster with the Buster Plus Chip, you'll have to follow up Charge Shots with a normal Mega Buster shot to finish off the Pipettos.

From the platform with the second Pipetto you'll be able to easily take out the nearby Shielder. Use a Charge Shot to damage Mini Shielders don't hound you when you drop down on the other side of the liquid pool.

The next two platforms have Pipettos on them. If you don't act fast, they'll turn the liquid to acid, so jump down to the first platform and take out the Pipetto with a Charge Shot. Repeat for the second Pipetto.

A Shield Attacker awaits in the next room. Although it's guarded from the front, you can break its guard and stun it for a brief moment with a Charge Shot. Use the Speed Gear if it's recovering too quickly. You can also destroy it when it's facing away from you, as Shield Attackers are not protected from behind.

Take it out and carefully proceed downward, as there are Mini Shielders hopping around the hutch you're headed through. Use the Block Dropper if you'd like to safely deal with them from above.

The hutch leads into an underwater zone with currents that can push or pull you in either direction. Mega Man can also jump higher while underwater.

The Brushies move up and down at varying speeds. Take them out with Charge Shots.

Stage Gimmick: Floating Debris

Be aware of floating debris that is also traveling with the current. It can damage both Mega Man and enemies, but you can destroy it with the Mega Buster or with special weapons.

You can prep yourself behind a platform to prevent getting pulled with the current while you safely charge the Mega Buster.

With the first three Brushies destroyed, slide to the left to collect the Small Screws.

Shoot the fourth Brushy before proceeding. Watching for floating debris coming from the left, jump up and through the gap in the wall to the right. Reach a Large Life Energy by jumping to the upper platform.

A Shield Attacker M patrols the lower level. Destroy it in a similar fashion to the Shield Attacker from Block Man's stage (shoot it from behind, or guard break it with a Charge Shot). If you're coming from the top level after collecting the Large Life Energy, beware of the spikes, as it's easy to misjudge the drama due to the current.

Proceed through the lower level to slide under the spikes (and watch out for another Brushy and even more spikes), then jump up to reach the ladder.

In this room, the current follows the path that you must travel. First it will push you to the left, then up, then to the right. There are a few Brushies as well. Take out the first one with a Charge Shot, but consider using the Block Dropper or Speed Gear to deal with the others, as the current is likely to throw you off course.

In the room with the next hutch, there will be two Shield Attacker Ms. Shoot the higher one from the ledge you're standing on when you enter the room, though the current may make it difficult to stay up there. Drop down and take out the lower one while it's at the opposite end of the room.

Getting into the hutch is tricky here, as the current will try to push you into the spikes. If the room is clear, jump from about the middle of the screen and then float down into the hutch.

You drop down into a room with a Sniper Joe. Jump out of the water and onto the first ledge, below Joe. You can either guard break him with a Charge Shot, or wait for him to lower his guard so he can shoot (which, in this case, will pass safely over your head).

Once you destroy him, continue up and to the left, collecting a trio of Small Life Energy: then drop down the shaft.

The next room requires a series of platforming maneuvers while dealing with liquid pools, Shielders, and Pipettos. If the Pipettos turn the liquid to acid, any Mini Shielders will be dissolved in it.

Before moving, start by unloading a Charge Shot at the Shielders, which should wipe out both of them. Then hop onto the small platform and take out the first Pipetto. Shoot the second Pipetto from this level as well, either on the current platform or the one ahead.

Jump to the platform just before the next Shielder. It will drop down safely in front of you, allowing you to shoot it.

From the small ledge ahead, take out the next Shielder and Pipetto.

At the Pipetto's former location, jump up and destroy the next Pipetto on the other side of the pipes before proceeding. This prevents you from getting stuck in the crossfire between it and a Sniper Joe.

With the Pipetto gone, you can take your time with the Sniper Joe. Try to anticipate his next attack and jump to release your Charge Shots first. If you're in a hurry, use the Power Gear to release a Double Shot. This will break his guard and damage him in a single attack. Continue to the right and down the ladder.

It's possible to take out the lower Shielder from a distance with a Charge Shot, but the closer Shielder you must lure down from the ceiling.

Down the hatch you go!

Another underwater section, this time with lots of spikes!

Avoid the lone spike mischievously placed above and where you'd land after coming out of the hatch. Jump up and Charge Shot the two Brushies; then slide underneath the platform to grab the Large Life Energy if you need it.

Two more Brushies await ahead. Clear them out before attempting to jump up and over the spikes. You'll need to control the height of your jumps in this area, as the ceiling is lined with spikes as well.

Take off the platform with the SUP. You lose momentum as soon as you are no longer touching the ground, so you're liable to just drop right into the spikes below.

Instead, jump to the left and fall down between the two ceiling blocks toward the middle of the room. The Large Life Energy is likely more trouble than it's worth. Continue down through the Mid-Boss door.

A Shield Attacker M patrols below. Given the tight space to fight this one, it's best to use the Speed Gear.

In the next room, carefully navigate to the SUP. Avoiding the SUP and going the "easy" way is actually a trap. DO NOT take off the platform with the SUP. You lose momentum as soon as you are no longer touching the ground, so you're liable to just drop right into the spikes below.

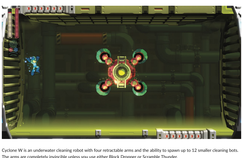
Instead, jump to the left and fall down between the two ceiling blocks toward the middle of the room. The Large Life Energy is likely more trouble than it's worth. Continue down through the Mid-Boss door.

Robot Master Acid Man

Mid-Boss: Cyclone W

HP: 110

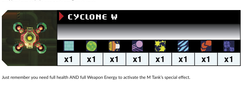
Weakness: Block Dropper x2.5, Scramble Thunder x2



Cyclone W is an underwater cleaning robot with four retractable arms and the ability to spawn up to 12 smaller cleaning bots. The arms are completely invincible unless you use either Block Dropper or Scramble Thunder.

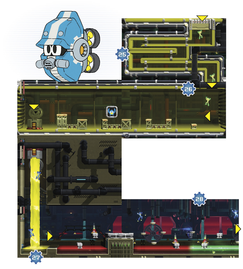
The Cyclone W has two attacks: 1) It moves around cleaning the room with its arms and causing contact damage if Mega Man gets too close.

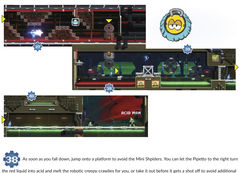
2) It opens its hatches and releases numerous Brushes, Droppies, and Wipeys, each with their own movement patterns. The smaller robots can pass through Cyclone W. If you're feeling feisty and hurling for foes, you can turn all of the Brushes, Droppies, and Wipeys into 1UPs using an M Tank.

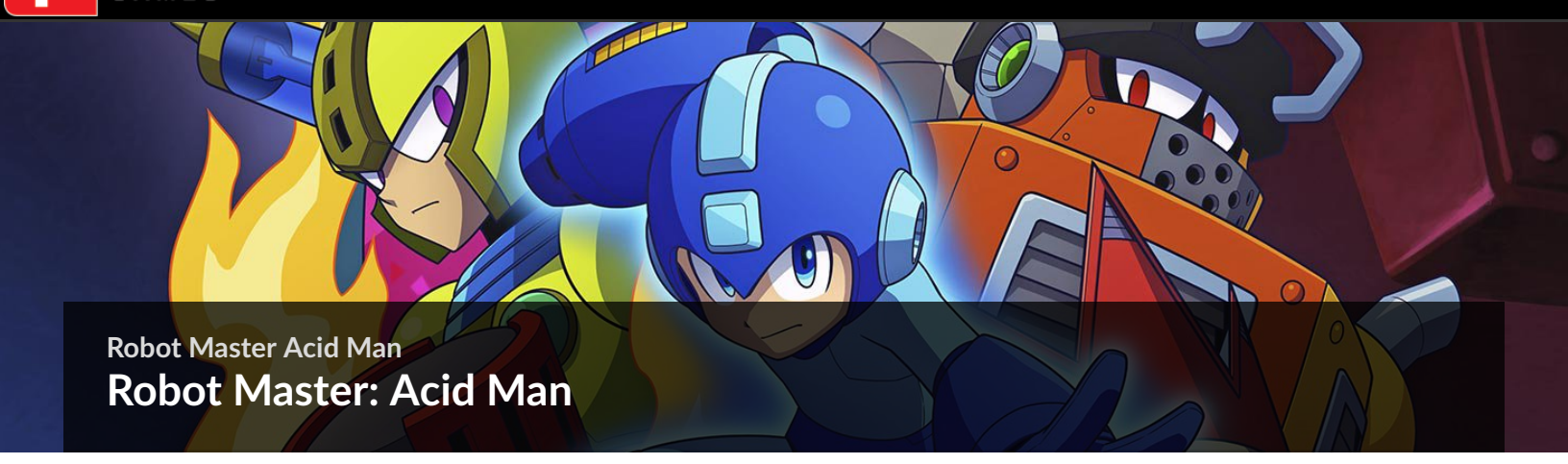


Just remember you need full health AND full Weapon Energy to activate the M Tank's special effect.

Luckily, none of this matters. Fire up your Power Gear and release three Block Dropper shots, ideally as centered above Cyclone W as possible. Congratulations, the fight is over.







Robot Master Acid Man

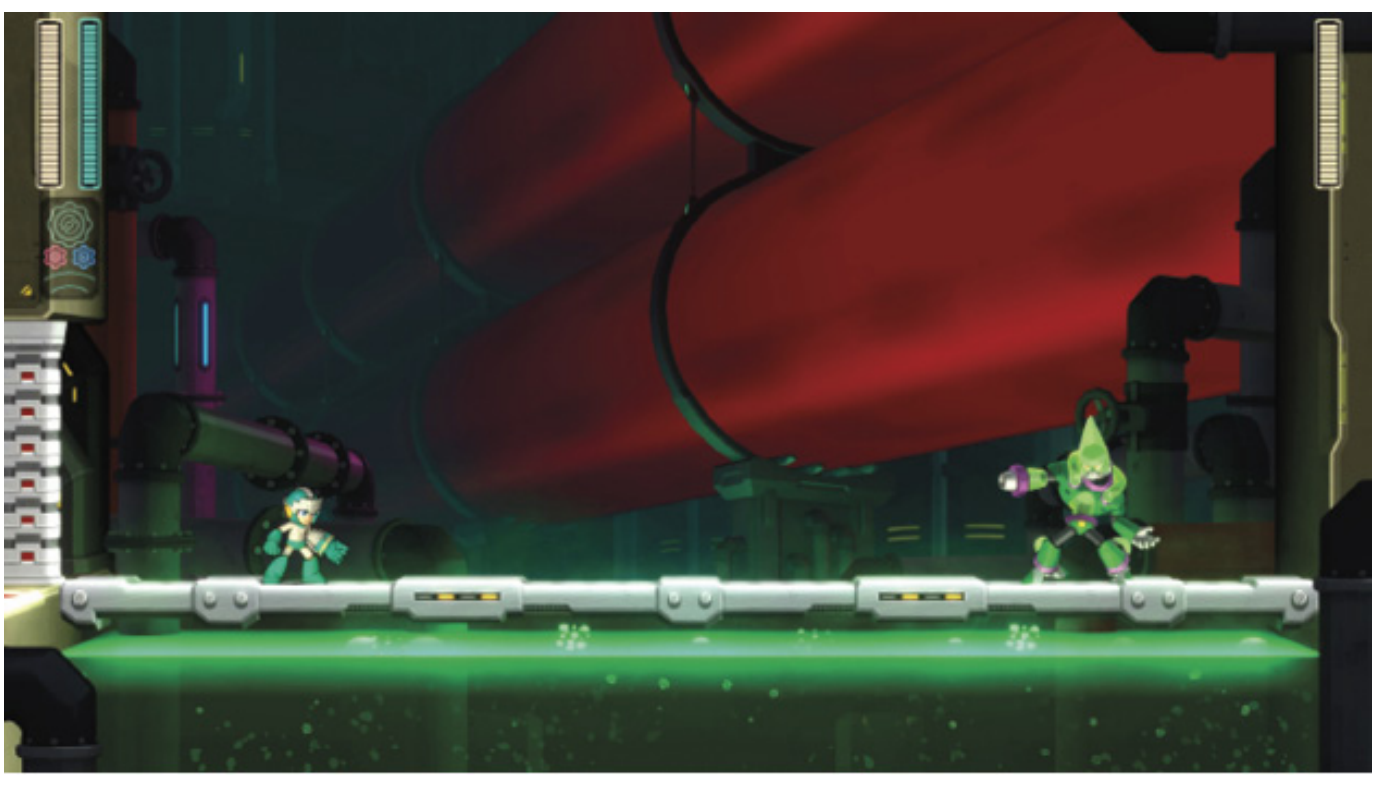
Robot Master: Acid Man

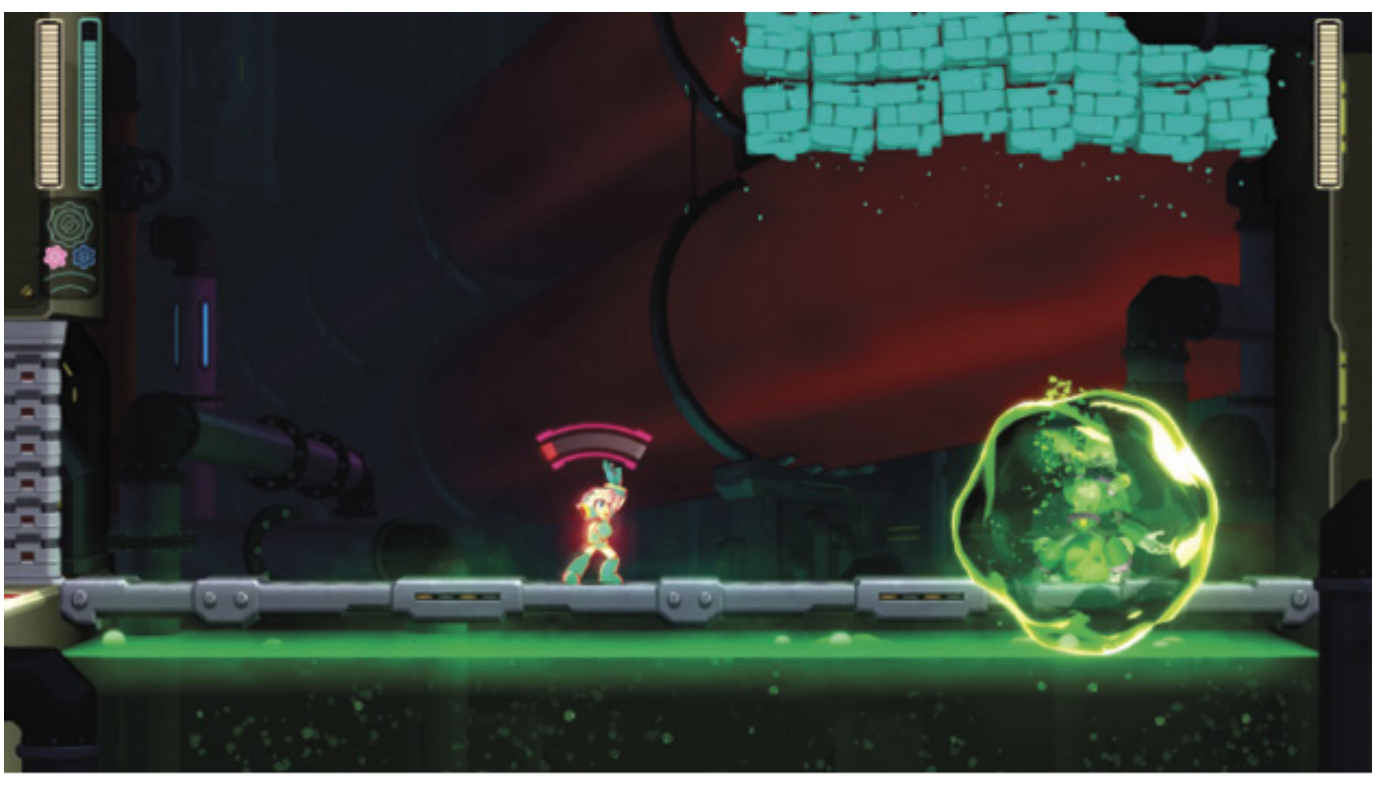
Acid Man is both a genius scientist and champion swimmer. But neither one of those things will matter much after smacking him around with the Block Dropper.

At the start of the match, Acid Man activates his Acid Barrier. Use this opportunity to use the Power Gear-boosted Block Dropper.

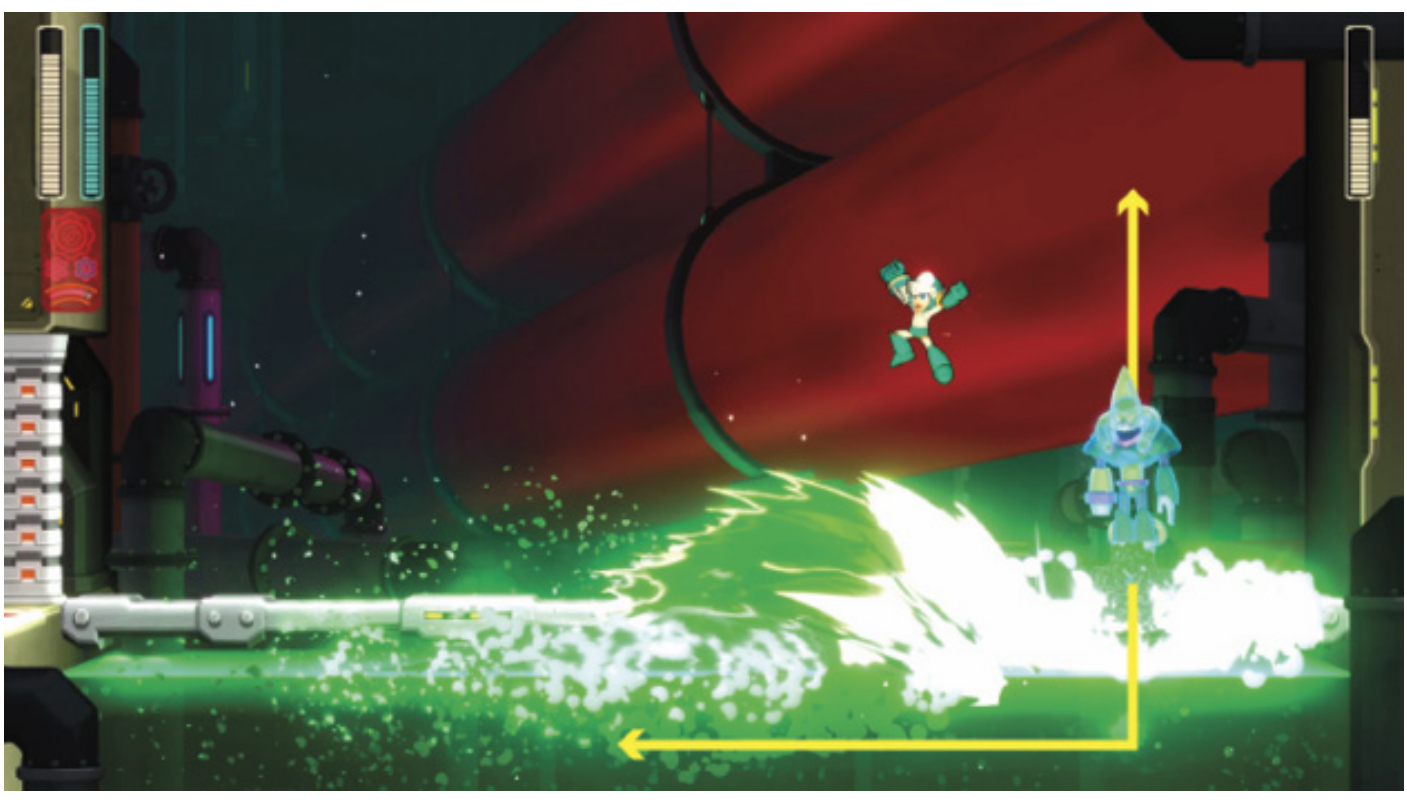
The Block Dropper stuns Acid Man, allowing for a follow-up attack.

His secondary attack involves jumping toward you, and then shooting three corrosive bullets in your direction. Jump out of the way, then hit him again with the Block Dropper.





Once he's sustained nearly 50% damage to his health, Acid Man triggers his Speed Gear and dives underwater. Jump over the wave and quickly fire the Block Dropper at the end of the room (in the direction Acid Man is swimming). He will jump up to shoot at you and take damage.



Assuming you don't kill him during his four laps, the Speed Gear powers down and he restarts his normal attack cycles, making it very easy to finish him off.

If you run out of Block Dropper energy and need to use your Mega Buster, you'll have to whittle his Acid Barrier away before you can damage him directly. It has 18 hit points; the equivalent of three Charge Shots, or nine standard Mega Buster shots.

Achievement/Trophy

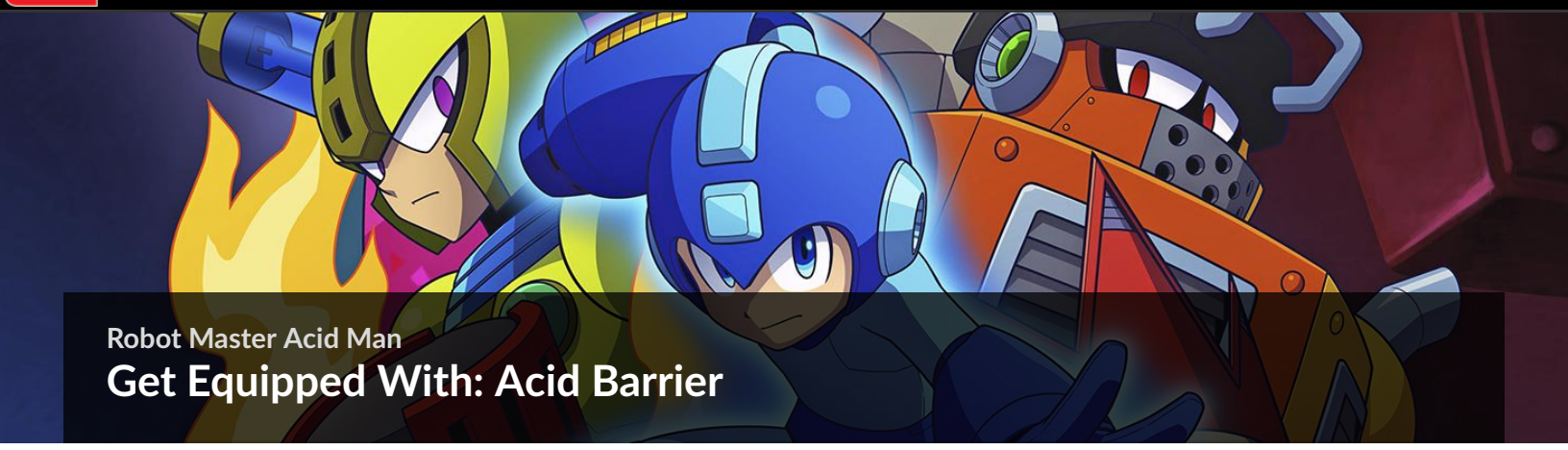
No Experiments!

Reach the boss without letting any pools change. (Excludes Challenge Mode)

Achievement/Trophy

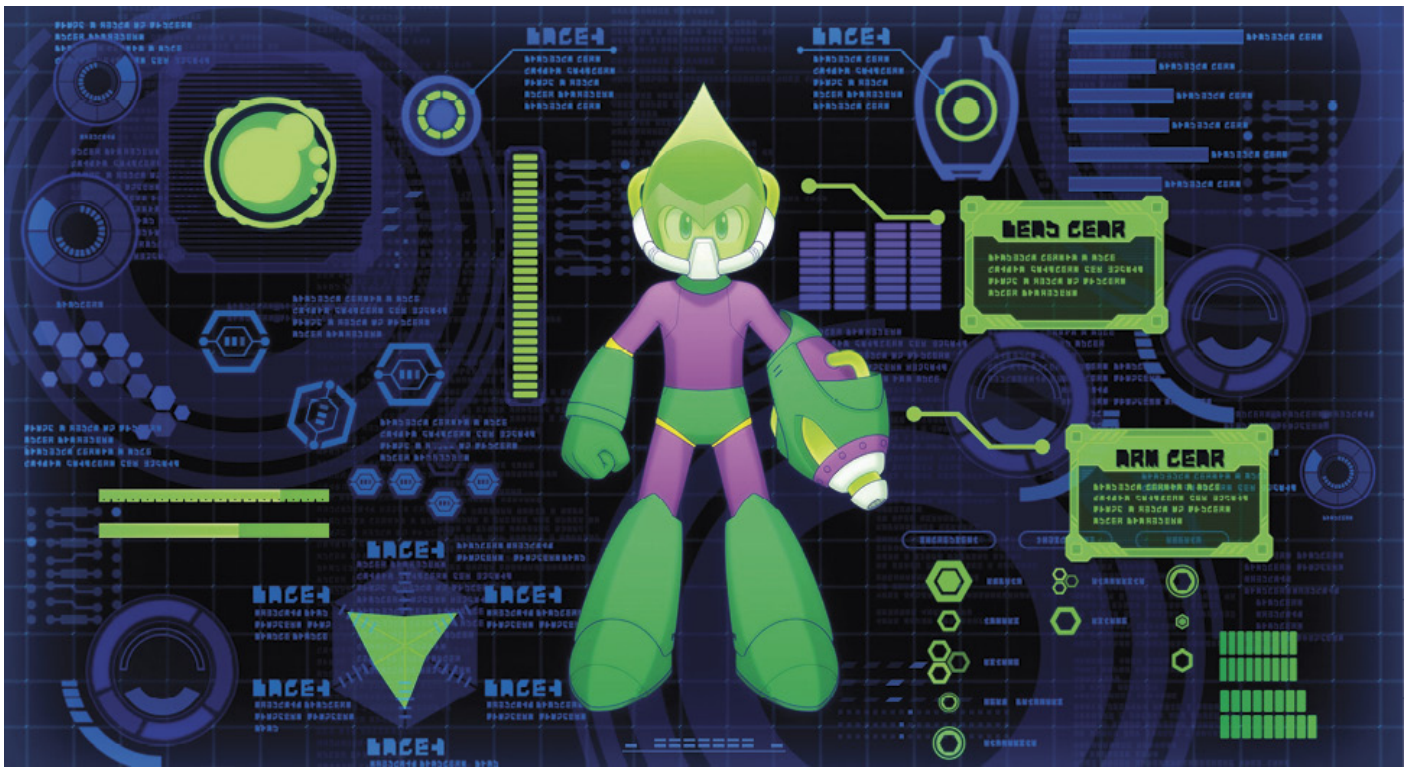
Fight Acid with Acid!

Enter a green acid pool using Acid Barrier. (Excludes Challenge Mode)



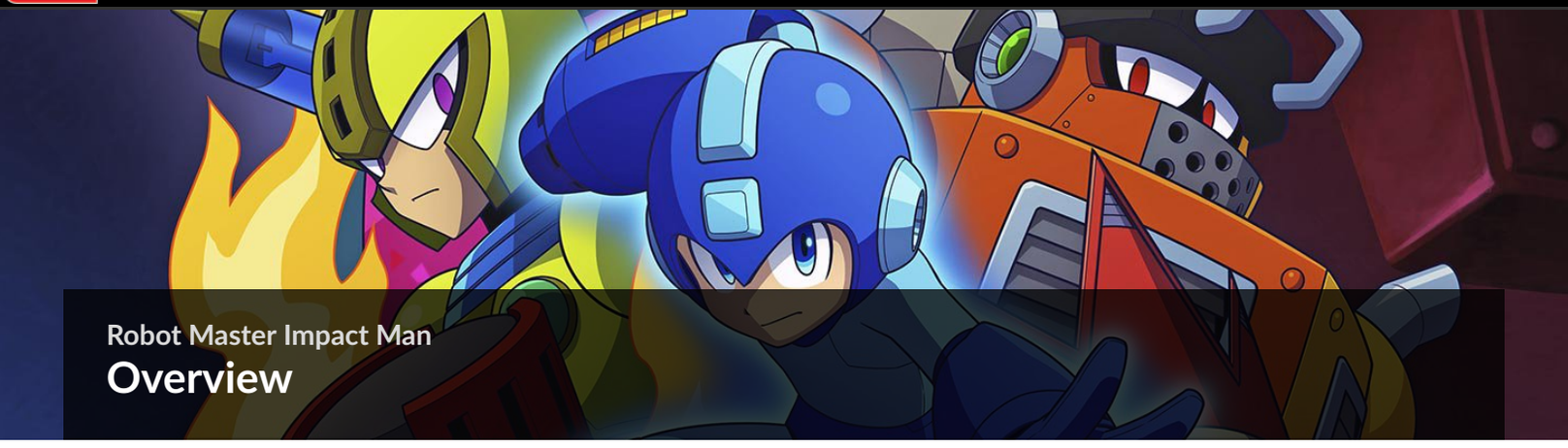
Robot Master Acid Man

Get Equipped With: Acid Barrier



The Acid Barrier creates a liquid shield around Mega Man that absorbs projectiles. This is a great way to run through dangerous areas later in the game without having to worry about attacks coming from all directions. Mega Man can shoot acidic bullets while the barrier is up, giving him both offensive and defensive capabilities.

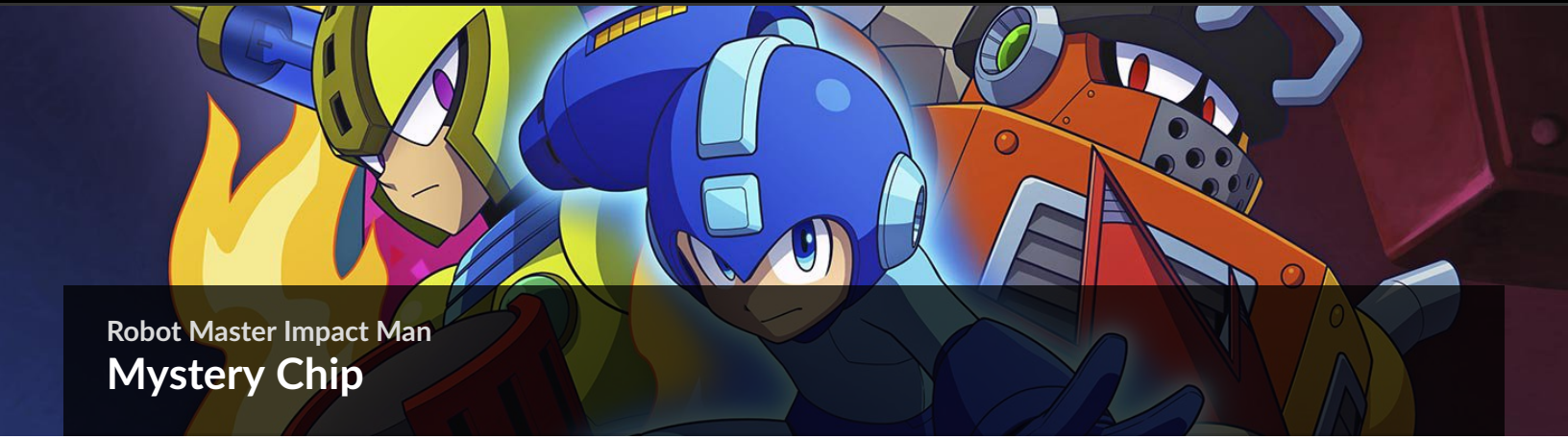
With the Power Gear, the Acid Barrier also deals contact damage to enemies, further increasing its usefulness as a speedrunning tool.



Robot Master Impact Man

Overview

Impact Man's stage is the first time the enemies are more dangerous than the stage itself. Thankfully, your shiny new Acid Barrier will help you avoid the worst of it. Still, one or two Beat Calls and Pierce Protectors may save you from unnecessary headaches should any accidents occur.



Robot Master Impact Man

Mystery Chip

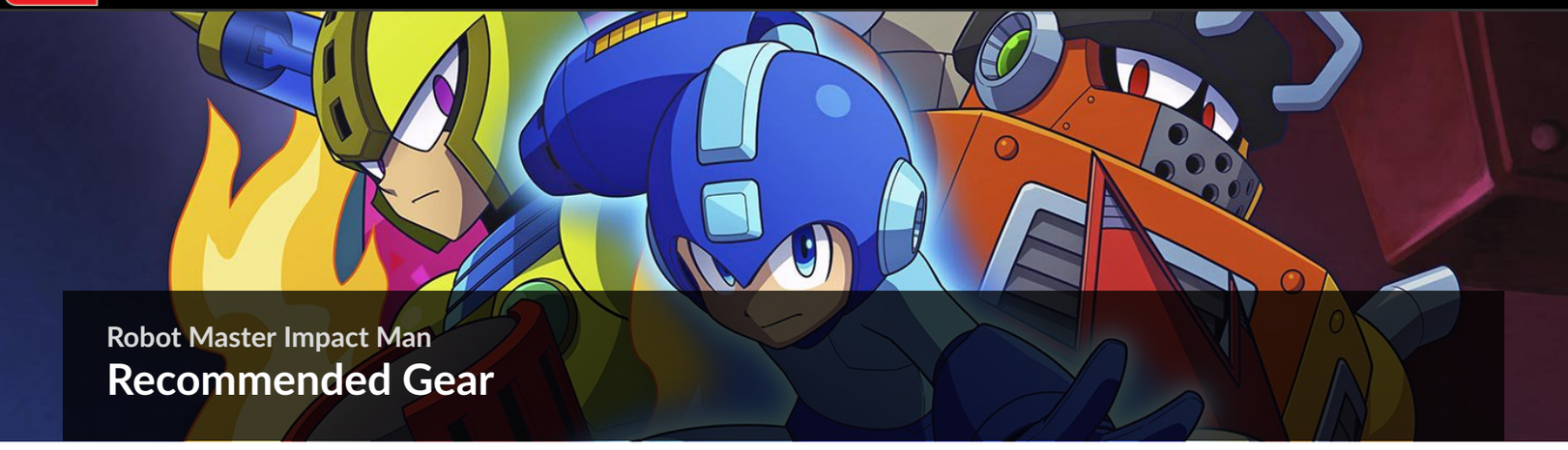
Equip the Mystery Chip and complete Impact Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 7:30—500/Under 7:30—1,000

Casual: Over 5:00—500/Under 5:00—1,000

Normal: Over 5:00—250/Under 5:00—500

Superhero: Over 5:00—250/Under 5:00—500



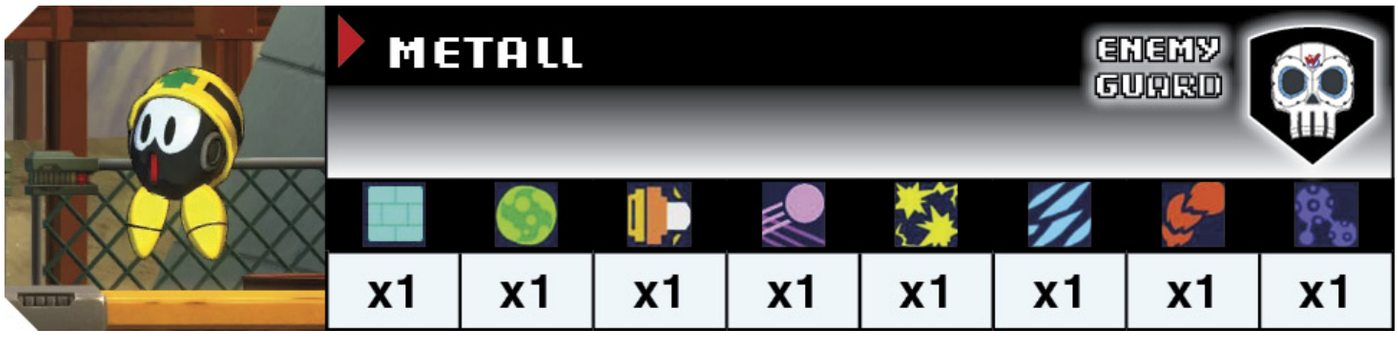
Robot Master Impact Man

Recommended Gear

Now would be a good time to grab the Power Shield if you haven't already. It reduces the amount Mega Man is knocked back when suffering damage. Since there are a ton of enemies attacking you throughout Impact Man's stage, even during platforming sections over bottomless pits, the Power Shield may make the difference between taking a little damage and falling to your death.

Just ahead are two electrified barriers. You can take them out with a single Mega Buster shot, but it's usually best to blast them with a Charge Shot—there are likely more than one, and you have a chance to also take out any enemies behind them.

Jump onto the construction beams and blast the Metall.

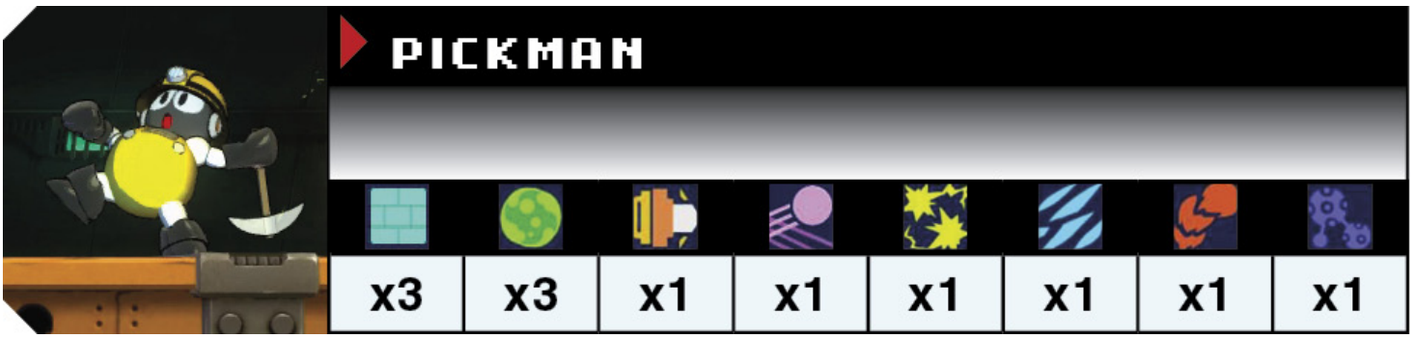


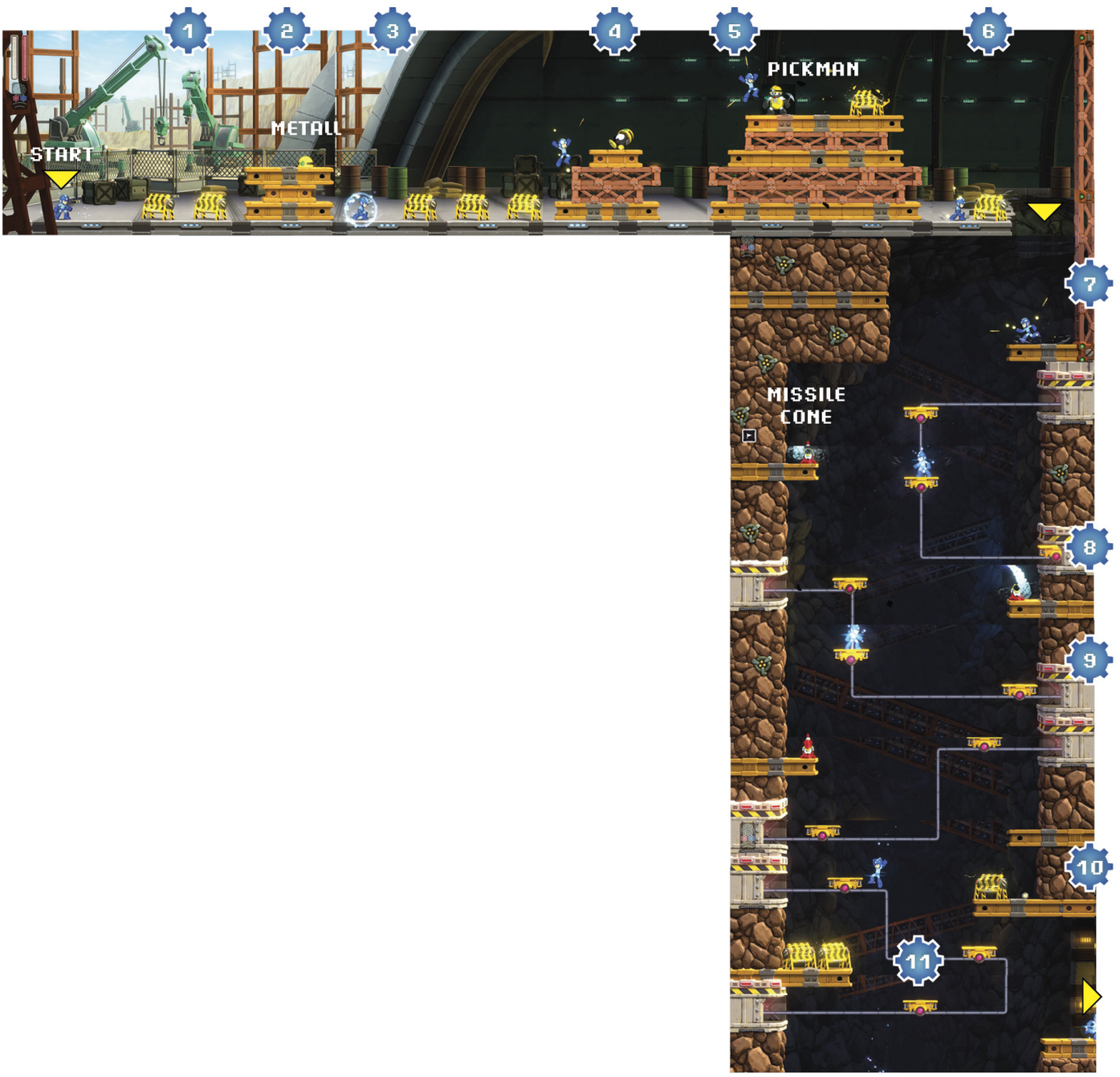
Drop down and fire a Charge Shot to remove the next three electrified barriers.

Jump onto the platforms and take out the second Metall.

A Pickman tosses pickaxes at you from the next platform to the right. Pickmen have excellent aim, but their pickaxes' travel time allows Mega Man to dodge them. This gets a little more difficult later in the level when Mega Man is on cargo lifts without anywhere to go.

Pickmen have more life than the average enemy, so it takes several shots or two Charge Shots to destroy them. Luckily they are weak to both the Block Dropper and Acid Barrier, but don't waste your Weapon Energy on them if you don't have to. Take out the first Pickman and move ahead to his former position.

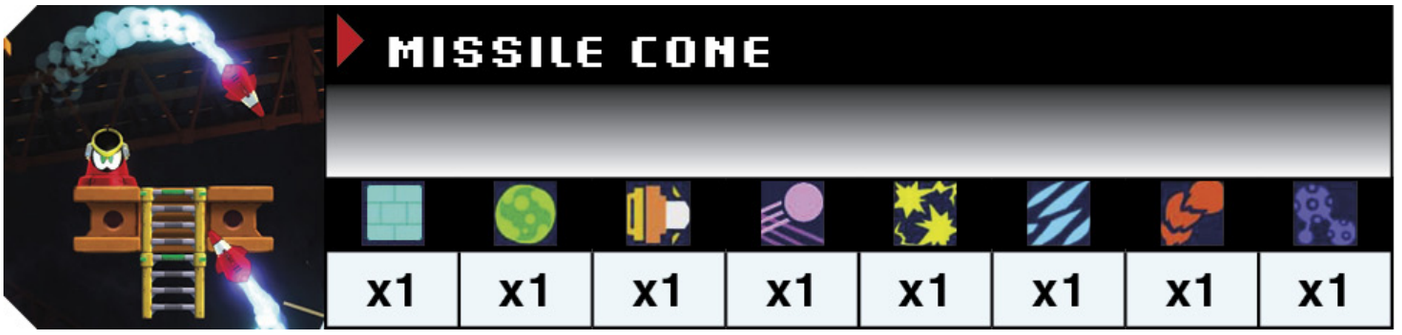




6 Destroy the electrified barriers and jump down the hole.

7 The following section leads you down a vertical shaft with cargo lifts and Missile Cones that shoot homing missiles. Jump onto the first platform and use a Charge Shot to take out the Missile Cone to the left. You can shoot down its missiles with a regular Mega Buster shot.

Ideally you have equipped both the Power Shield and Shock Absorber at this point. If the enemies in the platforming sections give you too much trouble, use your Acid Barrier to block their projectiles, or use Block Dropper to destroy out-of-reach enemies. However, make sure you have enough Block Dropper energy for the mid-boss and enough Acid Barrier energy for Impact Man.



8 When the cargo lift begins turning right and heads toward the hole in the wall, jump onto the next cargo lift below and take out the Missile Cone.

9 Repeat for the next cargo lift and Missile Cone.

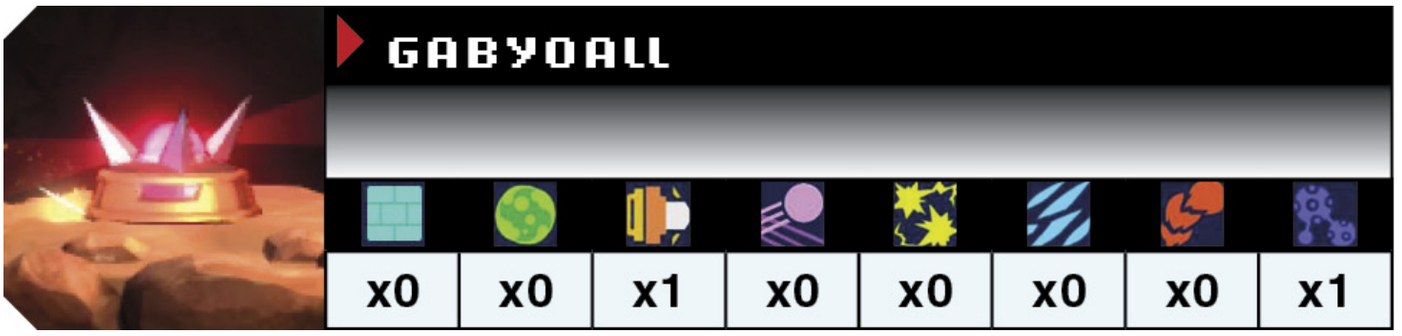
10 The next cargo lift zigs from right to left. There are no more Missile Cones, but there are two stationary platforms on either side below with electrified barriers. The one on the right has a space next to it where you can safely drop. Destroy the barrier and jump down to the final cargo lift when it's in the middle of the track. Then jump to the cargo lift below it, which will move you to the right before it starts to go up, allowing you to jump to the room's exit.

11 If you're in a hurry or just hate Missile Cones, you can take a different approach to this room: (1) Jump straight down and aim for one of the final cargo lifts, skipping the previous ones. If you miss, have a Beat Call ready. (2) Jump straight down and then angle toward the platform with the single electrified barrier. It's the same idea but isn't as much of a leap of faith.

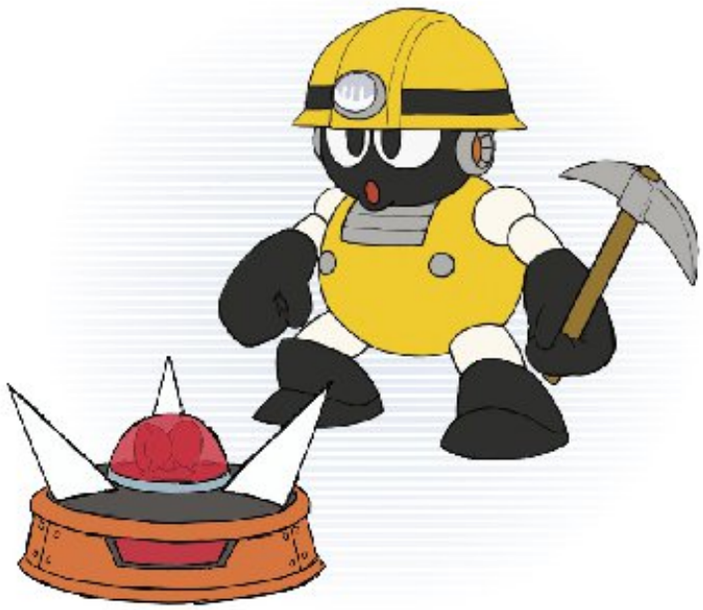
12 Shoot the two electrified barriers and then destroy the Pickman. You must get just below him to attack him with your Mega Buster, so move back and forth, dodging any pickaxes while you deplete his health. A Power Gear Charge Shot will also do the trick.

13 There is a Small Screw near a spike pit, under the Pickman's location. Reach this by falling off the platform and moving to the left in midair. Honestly, it's not really worth the risk, especially if you followed the Block Man strategy earlier in the guide. Either way, progress to the right when ready.

14 Before dropping down, jump up and fire a Charge Shot at the Missile Cone across the room.



15 There is a Gabyoall below. Gabyoalls patrol back and forth. Any time you're on the same horizontal plane as one, its siren activates and it speeds up considerably. They cannot be damaged except by Impact Man's Pile Driver or Blast Man's Chain Blast, but shooting them stops them temporarily. They're also fairly easy to jump over, so do that now and climb up the ladder.



16 Shoot down the electrified barrier, then jump to that platform. Jump up again and destroy the Pickman above you.

17 Jump up to where the Pickman was. However, if you're so inclined, moving toward the Metall will make it reveal itself; shoot it as well and collect the item behind it.

18 As you ascend the ladder, shoot left to take out the electrified barrier and Pickman. You will be safely out of its attack range from here.

19 Destroy the final two electrified barriers and continue onward and upward.

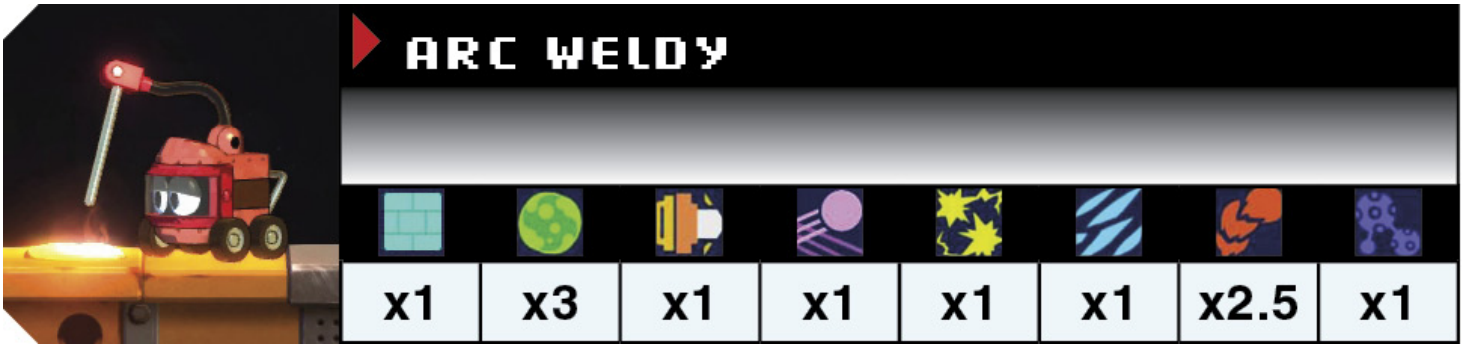
20 The following area is your first encounter with the Impact Bros. Slide through the room without stopping. If the arrow indicates you're about to collide with an Impact Bro, move out of the way and then proceed quickly. The longer you stay in the area, the more at risk you are.

Stage Gimmick: Impact Bros.

The Impact Bros. are invincible to all attacks. They rapidly drill out of the environment and proceed on a linear path, but they can come at you from any direction. An onscreen indicator shows their path in advance, so as soon as you see it, get out of the way. If you think the attack will reach you, activate the Speed Gear to give you a little help avoiding taking damage.

21 This room provides a small breather with no threats and a few small energy capsules. Switch to the Block Dropper and activate the Power Gear as you enter the next room.

22 Okay, the break's over! You are face-to-face with two Missile Cones, a Pickman, and an Arc Weldy. Use the Block Dropper as soon as you enter the room to clear the way.



23 Grab the pickups and prepare to drop down into the next room. Read ahead to the next step and consider prepping another boosted Block Dropper.

24 You fall into a vertical room that requires you to climb back up from the bottom. The room is filled with more Missile Cones and Pickmen. If you prepped a Power Gear–boosted Block Dropper shot, you can unleash it when you enter the room and begin your descent.

Clear out most, if not all, obstacles in your way. Alternatively, you can fire up the Acid Barrier, which negates any incoming projectiles while you clear the room.

Lastly, you can save your weapon energy and use the Mega Buster. As long as you don't expend too much weapon energy in this room, any method will do.

25 Drop down and take out the Mawaru C using the Speed Gear.

26 Below it is an Arc Weldy that has already welded several spots on the ground. Shoot a Charge Shot to clear them all out, then proceed to the left.

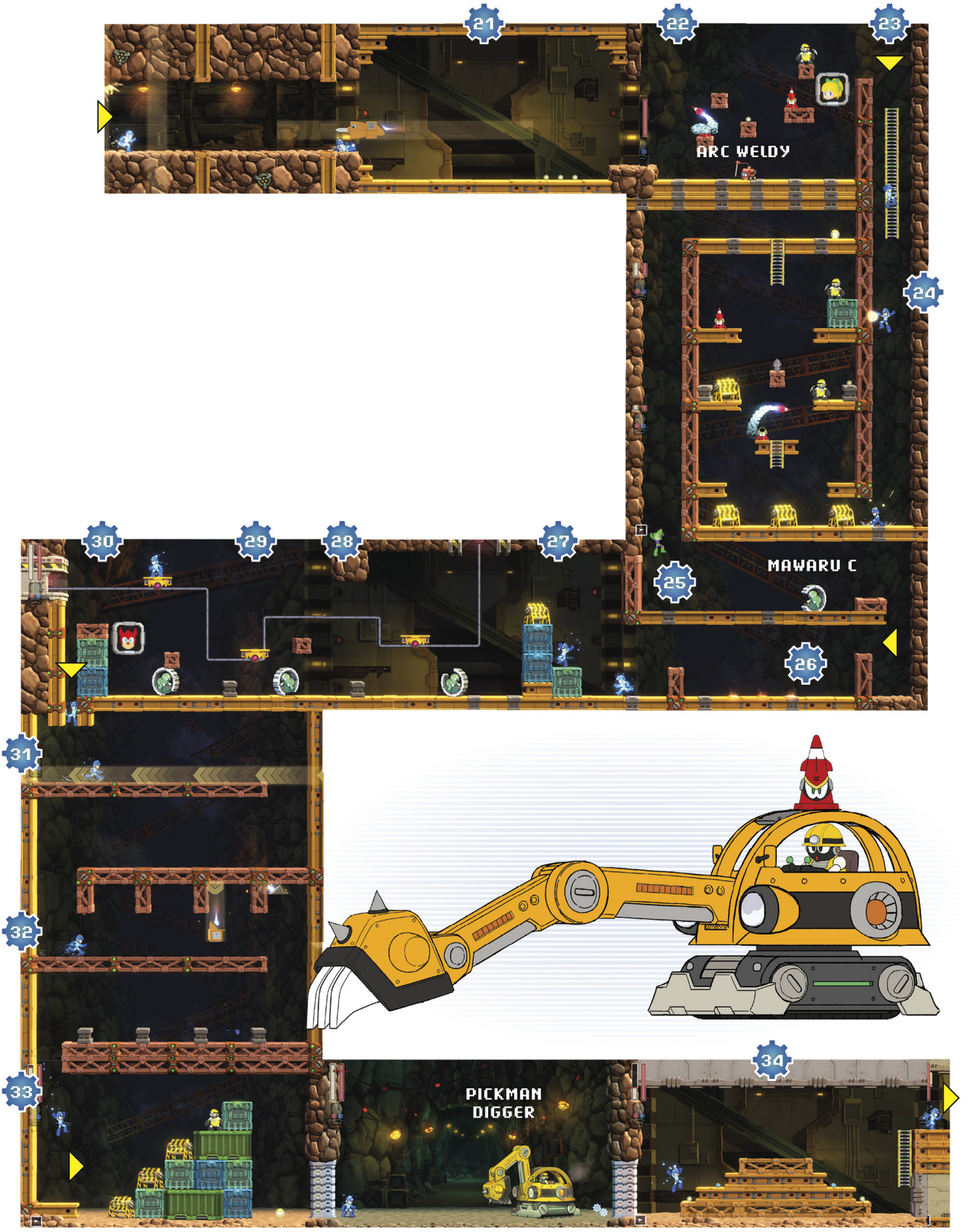
27 Jump up and destroy the electrified barrier. A Mawaru C patrols the area below, but don't worry about it. Jump on the next available cargo lift.

28 As soon as the screen scrolls to the left a bit, blast the Pickman with a Charge Shot and follow up with a few quick Mega Buster shots.

Achievement/Trophy

Your Work Here is Done

Destroy an Arc Weldy obstacle.



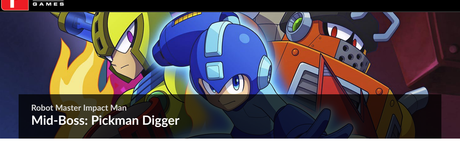
29 You encounter more Mawaru Cs, but they pose a threat only if you get knocked off your platform. A second Pickman is just ahead. You'll likely have to dodge one pickaxe before you can get into position to destroy it (unless you jumped ahead to the small square platform below the cargo lift track).

30 A Missile Cone rounds out the dangers in this room. Deal with the Pickman, then blast the Missile Cone. If either gives you trouble, use the Speed Gear or Acid Barrier to assist.

Drop down and dodge the Impact Bros. as you snake around and to the bottom left of the screen.

Repeat this once more, timing your jumps to avoid any incoming Bros. Prepare a Power Gear–boosted Charge Shot before dropping out of the room.

Fire your Charge Shot as you drop down into the next room; hopefully it destroys the Pickman. Quickly remove the three electrified barriers and the Pickman if he still remains; then prepare to battle the mid-boss. Let the Power Gear cool down completely before proceeding.



Robot Master Impact Man

Mid-Boss: Pickman Digger

HP: 72

Weakness: Block Dropper x4, Chain Blast x3

The Pickman Digger is a Pickman-operated excavator that attacks with its hydraulic arm. The only weak point is the cab, which is severely vulnerable to the Block Dropper.

If it backs you into a corner, you'll be in serious trouble, so you want to end this fight quickly. Turn on the Power Gear and nail it with a few Block Dropper attacks to destroy it before it can harm you.

34 The post mid-boss room is another recovery opportunity. Grab the pickups. If you don't have the Energy Balancer Neo, make sure you select Acid Barrier before picking up any weapon energy. From this point on, you can use the Block Dropper at your discretion.

35 You'll be in a very large room with cargo lifts. There is no floor in this room—just a bottomless pit. Make your way to the right while avoiding enemies and projectiles. While the Acid Barrier would be useful here, you need it for Impact Man. Try using the Block Dropper instead, assuming you have any juice left for it.

36 Take out the Pickman and the Metall below.

37 There are some pickups on the small platforms below. The next Metall opens up as you get close to it, allowing you to blast it.

38 As you rise to the top, there is a Missile Cone. Jump up and take it out quickly.

39 Shortly after the Missile Cone, you come into range of a Pickman to the far right and another Missile Cone below you. Hit them with the Block Dropper, or take them out individually with the Mega Buster.

40 The Metall you destroyed at the bottom of the cargo lift track respawns, but it won't bother you if you keep to the right side of the cargo lift. Grab the collectibles below if you're in need.

41 At the room's far end is a Missile Cone. Kill or be killed!

42 Above is the Pickman you destroyed earlier; it has now respawned. Unlike the Metall, this enemy will continue to bother you, so dispose of him as you please and head toward the exit in the upper right.

43 Fire a Charge Shot as you drop down to eliminate all three Missile Cones. Avoid or destroy the Mawaru C, then collect the Large Weapon Energy before moving on.

44 Because this room has spikes all along the floor, consider using the Block Dropper to dispose of the lower Missile Cone. Use the Mega Buster to destroy the Metall and the far right Missile Cone; then climb up the ladder.

45 Hop over to the Metall and take it out before jumping onto the cargo lifts. The screen shaking indicates you're about to encounter the Impact Bros. ahead.

46 Once the cargo lift begins to rise, the Impact Bros. launch their assault. Use the Speed Gear to control the situation and avoid getting knocked off the cargo lift.

47 Each time the cargo lifts are parallel to each other vertically, you can use Rush Coil to skip sections of this room.

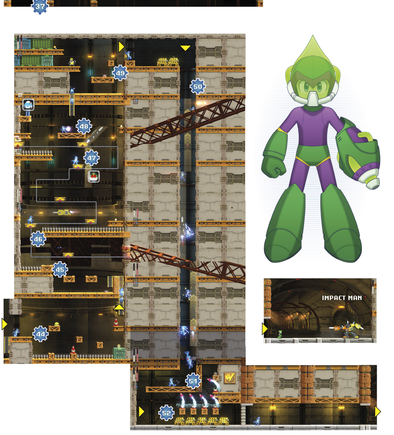
48 There are two Missile Cones at the top of the room. Destroy them and grab the Energy Tank in the upper left corner using a Rush Coil on the cargo lift.

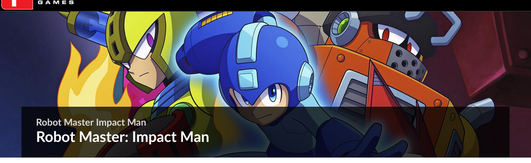
49 A Gabyoall patrols the small platform below a Pickman, who is guarding a Large Screw. Proceed as you wish and drop down the shaft to the right.

50 The Impact Bros. shoot upward at you as you descend the shaft. Use the Speed Gear to avoid them.

51 In the final room, you face five Missile Cones. You can destroy the highest one before dropping down. Take out the other four in a single Charge Shot.

52 Clear out the shockades, grab the Large Energy at the top of the screen, and move forward to take on Impact Man.

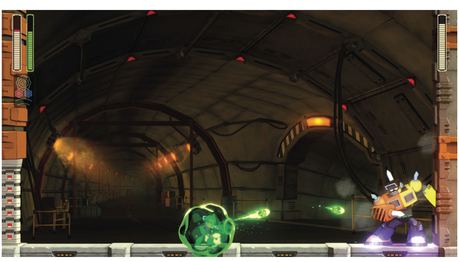




Robot Master: Impact Man

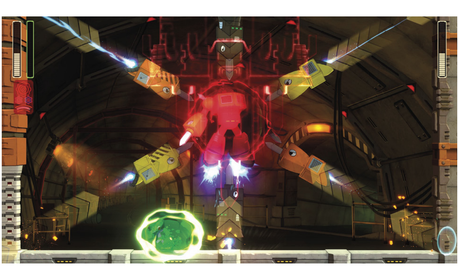
Impact Man is actually all three Impact Bros. working as one. Some might even say that they "transform." In this form, Impact Man is vulnerable to the Acid Barrier.

Initially, Impact Man jumps at Mega Man's location, then does a Pile Driver attack after landing. When Impact Man lands from his jump or ricochets off the wall, he is temporarily defenseless; use these times to land an Acid Barrier shot.



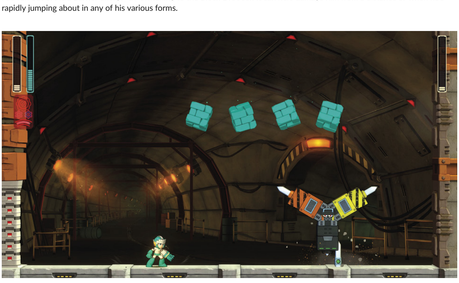
Impact Man can also reconfigure into a Y-shaped form. He stabs into the ground and then rises up and moves over repeatedly, leaving behind a drill bomb each time. These bombs damage Mega Man upon contact, but can be destroyed.

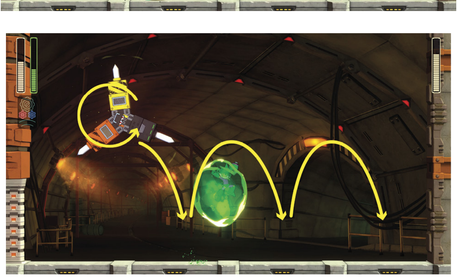
After Impact Man's health reaches roughly 50 percent, he activates his Power Gear, transforming into a massive three-pronged drill.

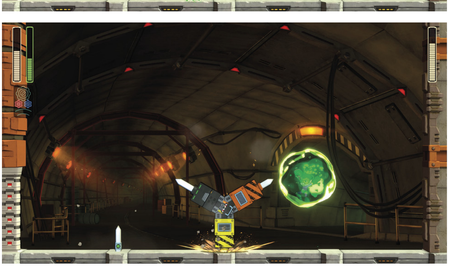


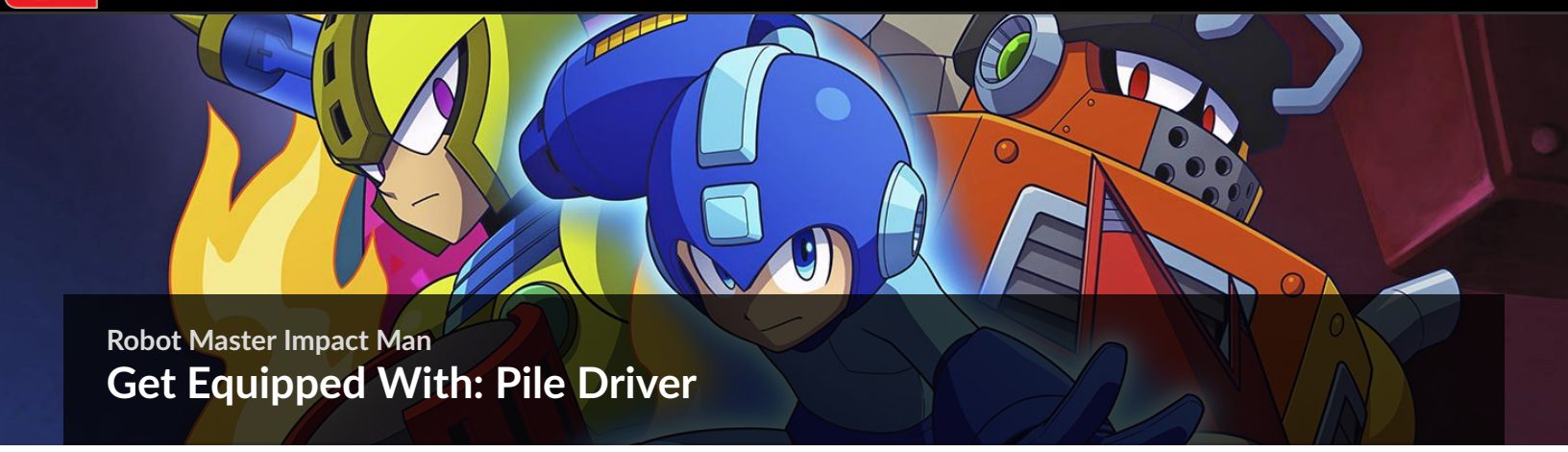
In this form, Impact Man drops toward Mega Man's position, then drills into the ground, eventually creating an area-of-effect explosion before repeating the attack. Don't get stuck in the corner. Slide underneath him as he rises if you need to get away from him.

Once the Power Gear wears off, Impact Man splits into the Impact Bros., then reassembles and starts the cycle all over again. If you run out of Acid Barrier energy, try switching to the Block Dropper. It can help damage him from a distance or when he's rapidly jumping about in any of his various forms.





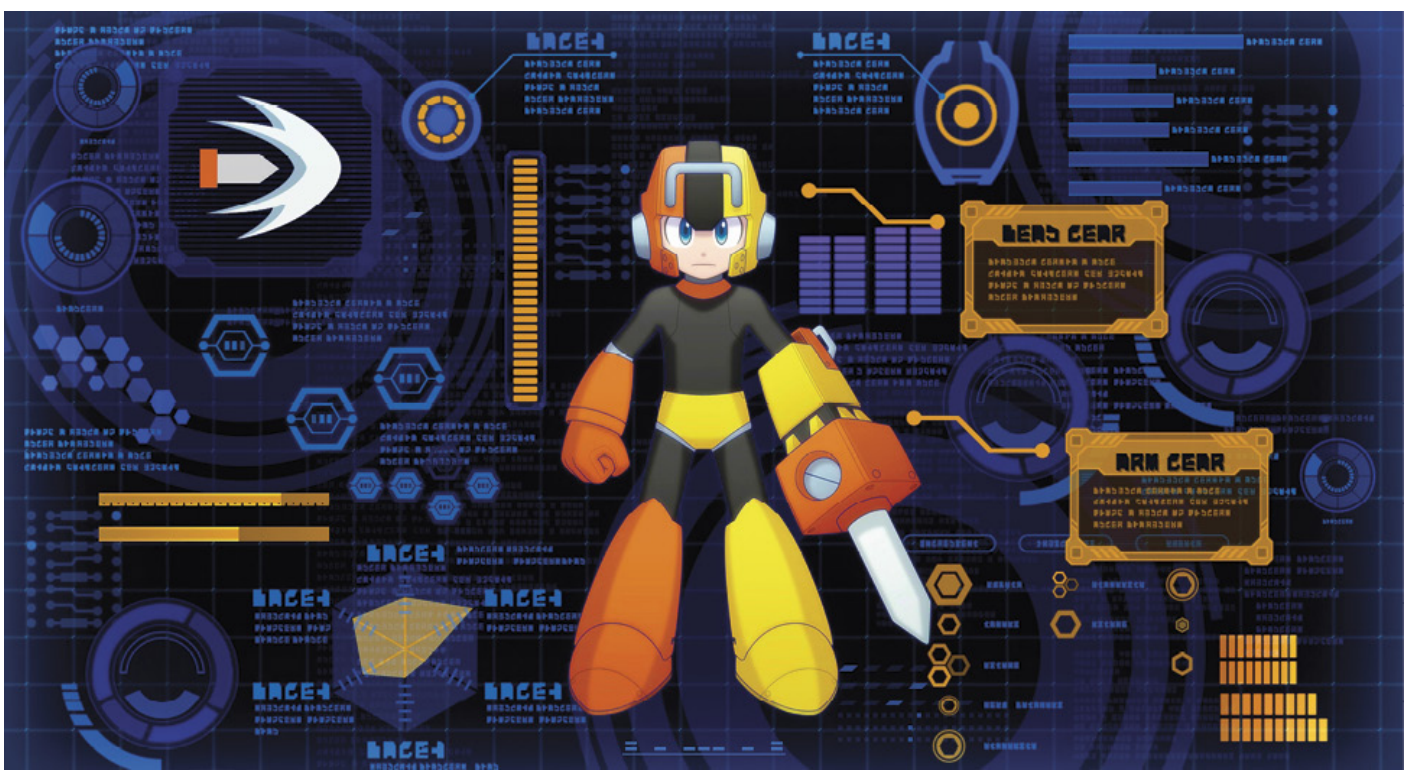




Robot Master Impact Man

Get Equipped With: Pile Driver

The Pile Driver is a vital addition to Mega Man's arsenal and not just for its destructive capability. The Pile Driver quickly launches Mega Man forward, even in midair. It can also be chained together midair to cover sizable distances, though gravity will eventually pull Mega Man to the ground. Combined with the ability to charge through enemies, this Special Weapon allows Mega Man to dash through areas or circumvent tricky platforming sections. Think of all the places it would have been useful in Impact Man's own stage, for example.



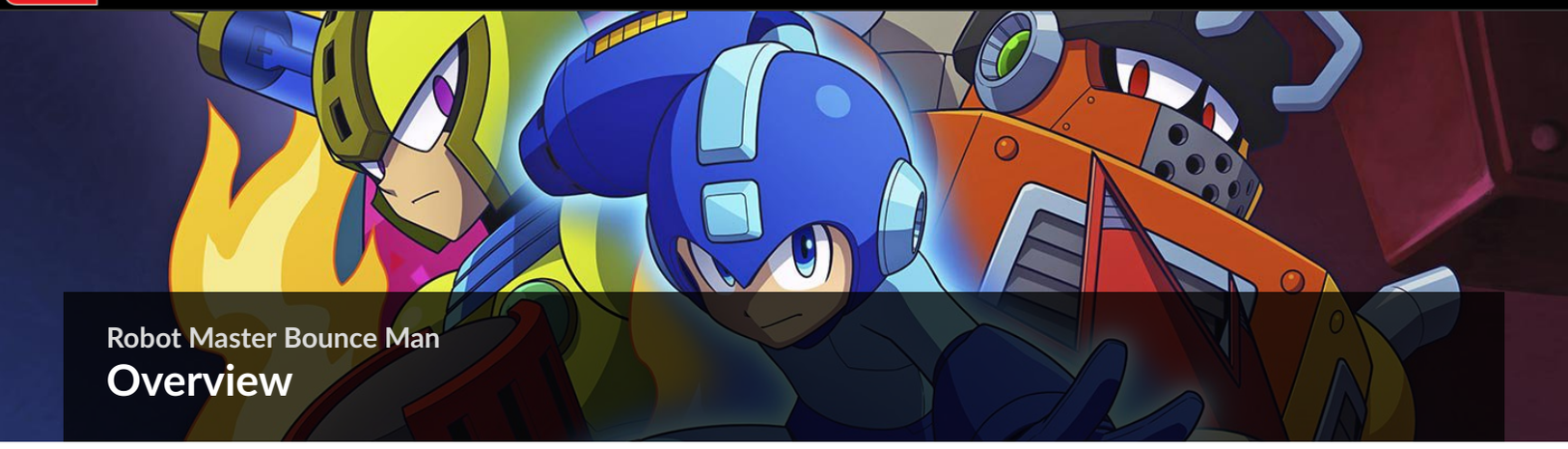
If Mega Man collides with a wall or undefeated enemy during the Pile Driver, he releases a powerful explosion and bounces backward.

The Power Gear increases the Pile Driver's damage output.

Achievement/Trophy

Live to Fight Another Day

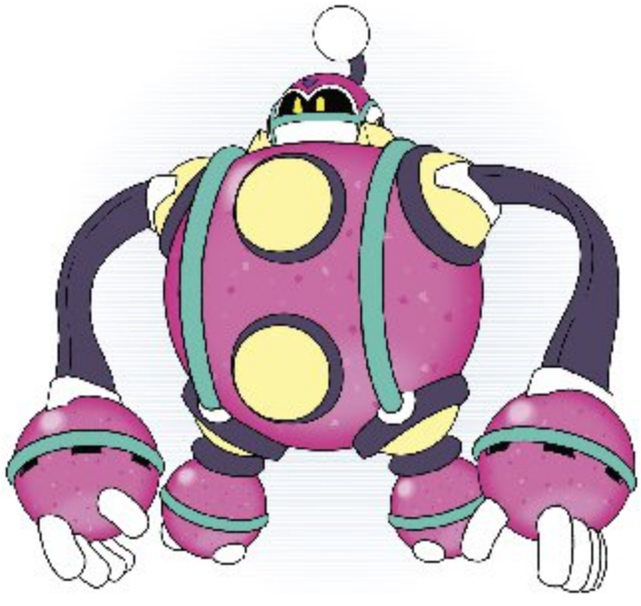
Dodge all Impact Brothers and reach the boss. (Excludes Challenge Mode)

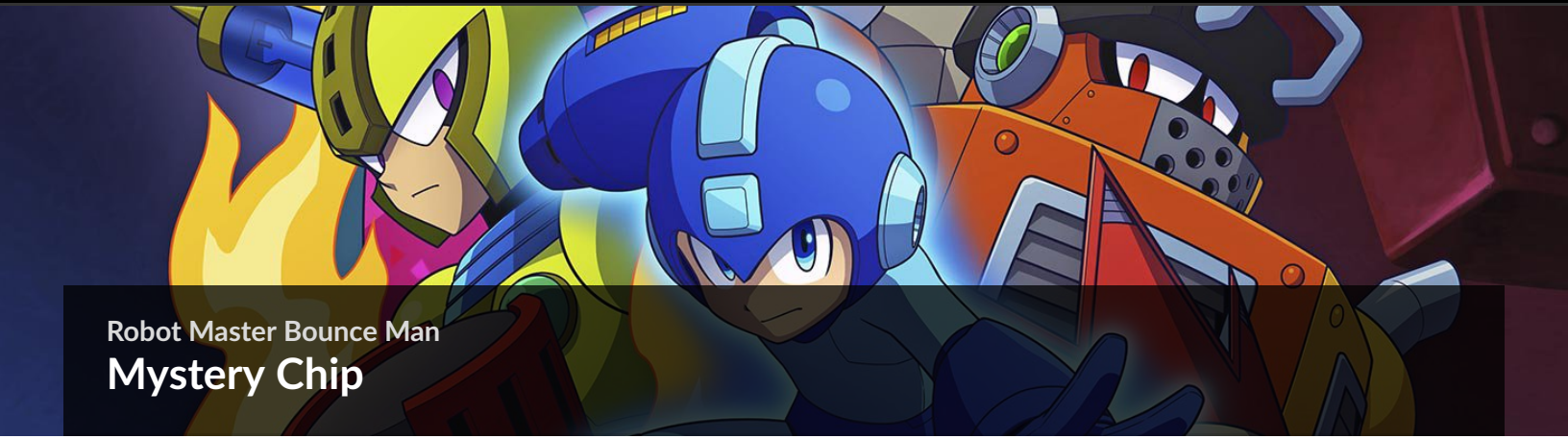


Robot Master Bounce Man

Overview

Bounce Man's stage is one of the longest stages in the game, not because it's particularly large or dangerous, but because you must use bouncy balls to navigate through many of the areas. Looking at the Mystery Chip target times, Newcomer is set to a whopping 12:45, versus 9:45 for Gear Fortress 03, the stage with the next longest Mystery Chip goal. On Casual/Normal/Superhero, most stages average in the 4- to 6-minute range, yet for Bounce Man it's 8:30. Yes, the bouncy balls really can be that challenging. You've been warned!





Robot Master Bounce Man

Mystery Chip

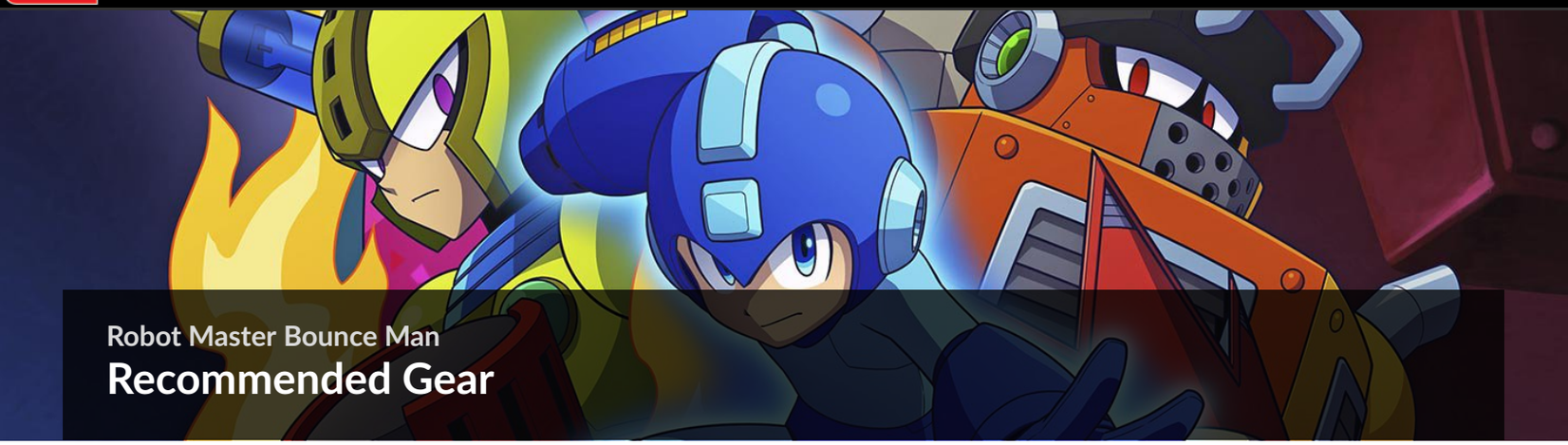
Equip the Mystery Chip and complete Bounce Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 12:45—500/Under 12:45—1,000

Casual: Over 8:30—500/Under 8:30—1,000

Normal: Over 8:30—250/Under 8:30—500

Superhero: Over 8:30—250/Under 8:30—500

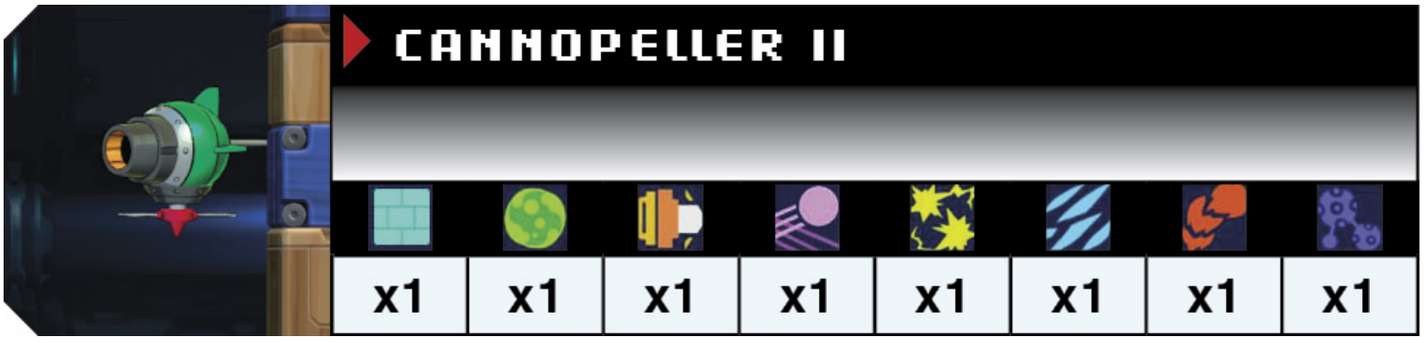


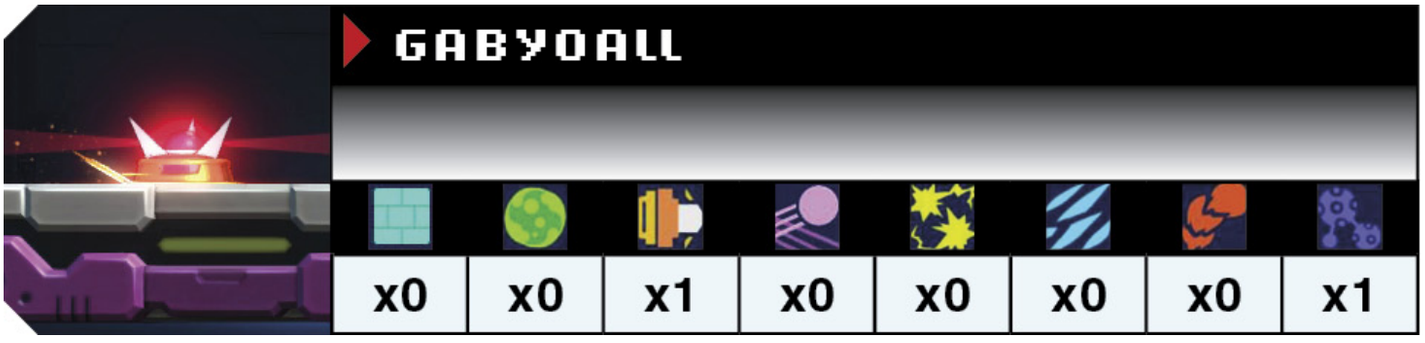
Robot Master Bounce Man

Recommended Gear

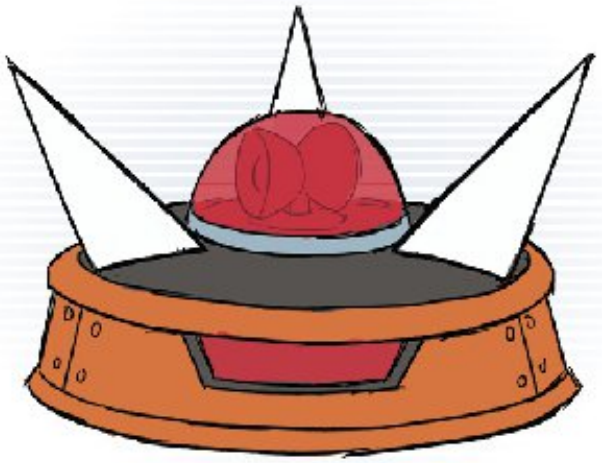
Your best friend for both mobility and combat in Boing-Boing Park is the Pile Driver, so anything you can do to keep its energy full (Capsule Catcher, Energy Balancer, Weapon Tanks) will help greatly. Having a full supply of Beat Calls wouldn't hurt either.

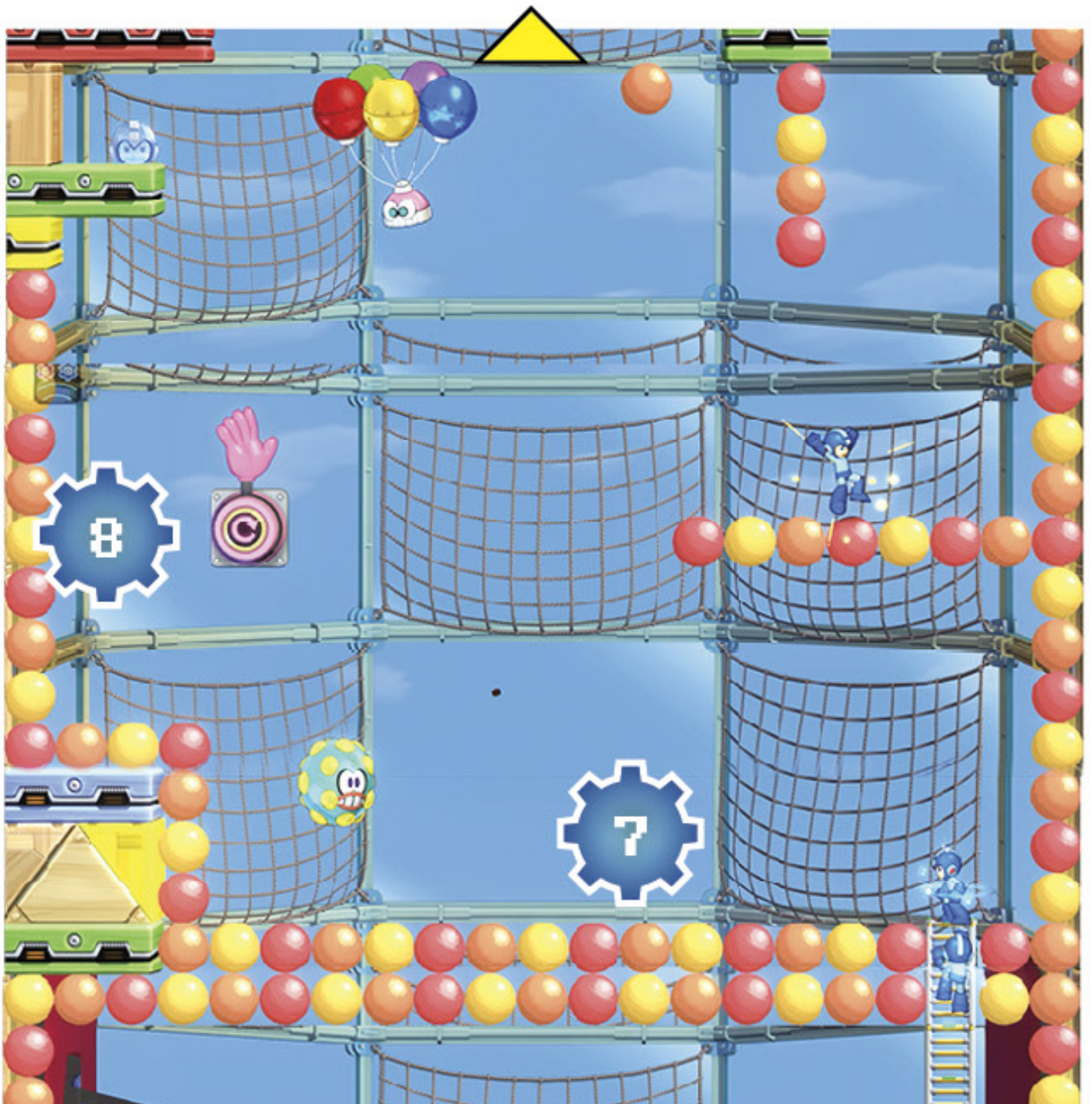
1 At the beginning of the stage, a Cannopeller II shoots an explosive shot harmlessly over your head and into the wall, then floats upward off the screen. When it reaches the lowest point of its patrol, jump up and take it out with a Charge Shot.



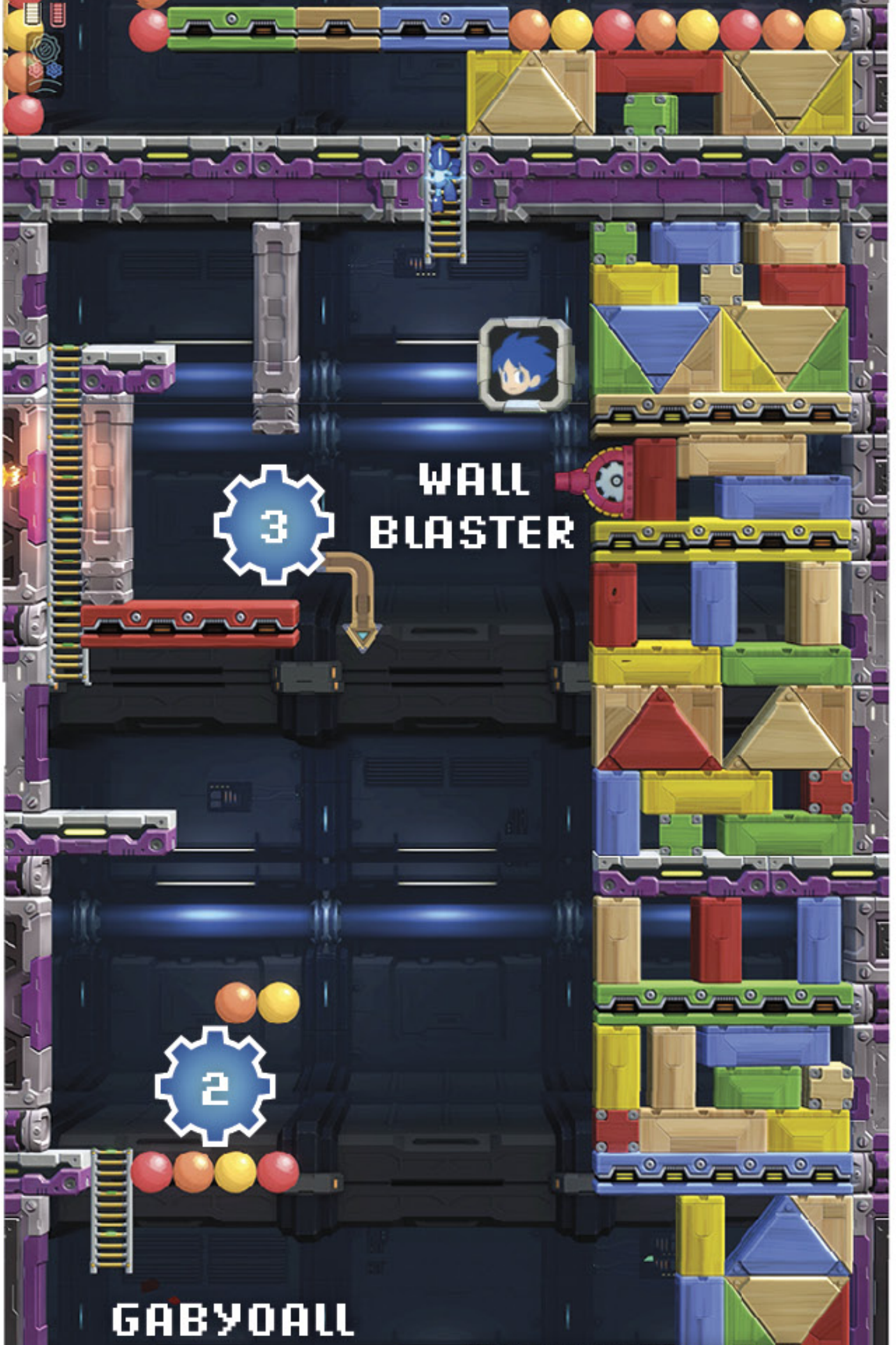


You'll see a trampoline that you can bounce on. Don't worry about it for now; you'll come back to it soon enough. Climb up the ladder, avoiding the Gabyoall as you jump to the next ladder. You can destroy Gabyoalls now using the Pile Driver, if you wish.




8
7

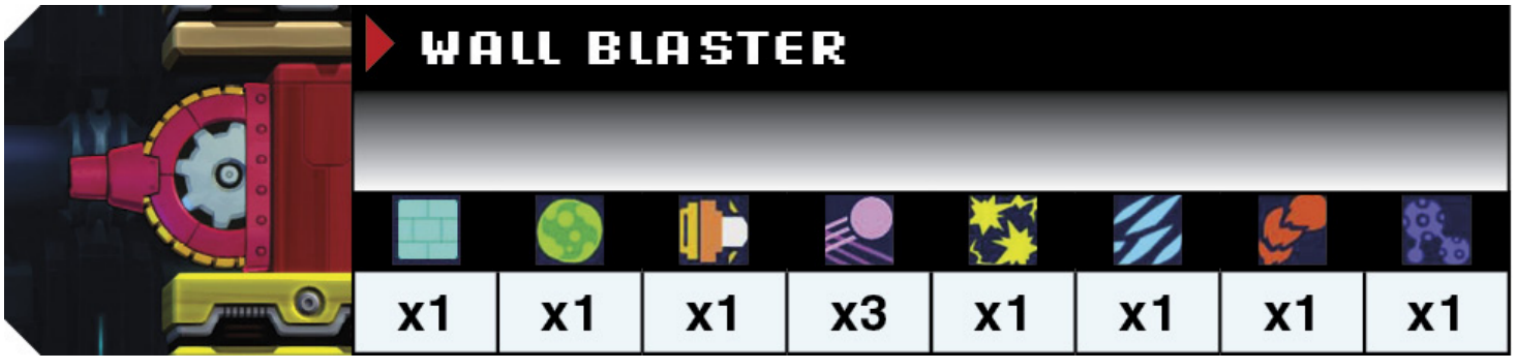
6
POYORN
5
LYRIC
4
BUNBY/BALLOON


3
WALL
BLASTER
2
GABYOALL

2 The platforms ahead are colorful bouncy balls. Bounce up to the set of two bouncy balls (using jump to increase your bounce height), then bounce up again to the next platform and climb the ladder. Destroy the Wall Blaster with a Charge Shot as you ascend. If you stay just under its line of fire, you can hit it but it can't hit you. You can also move during its slow shots to line up your own shots or keep moving past it.

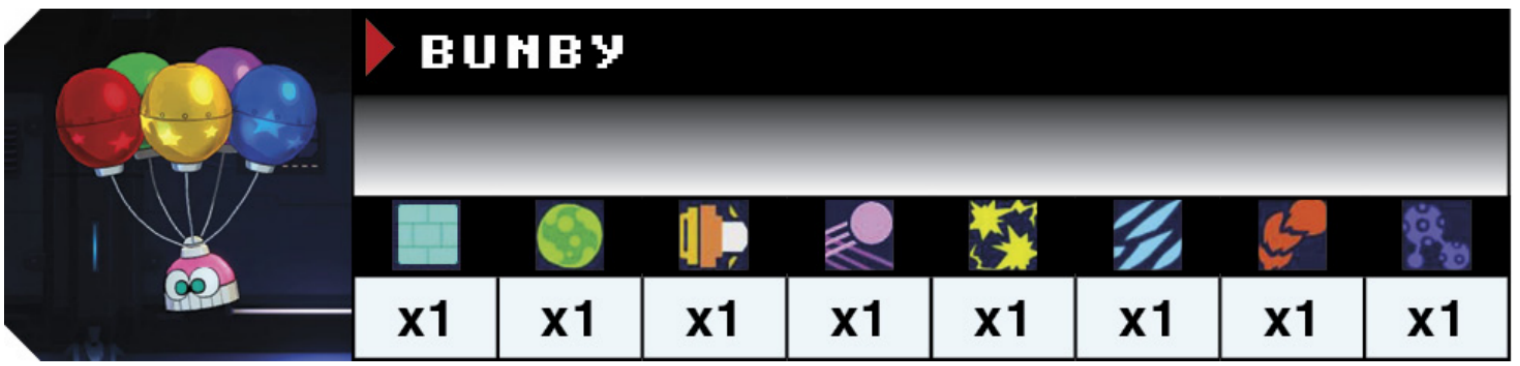
Stage Gimmick: Bouncy Balls

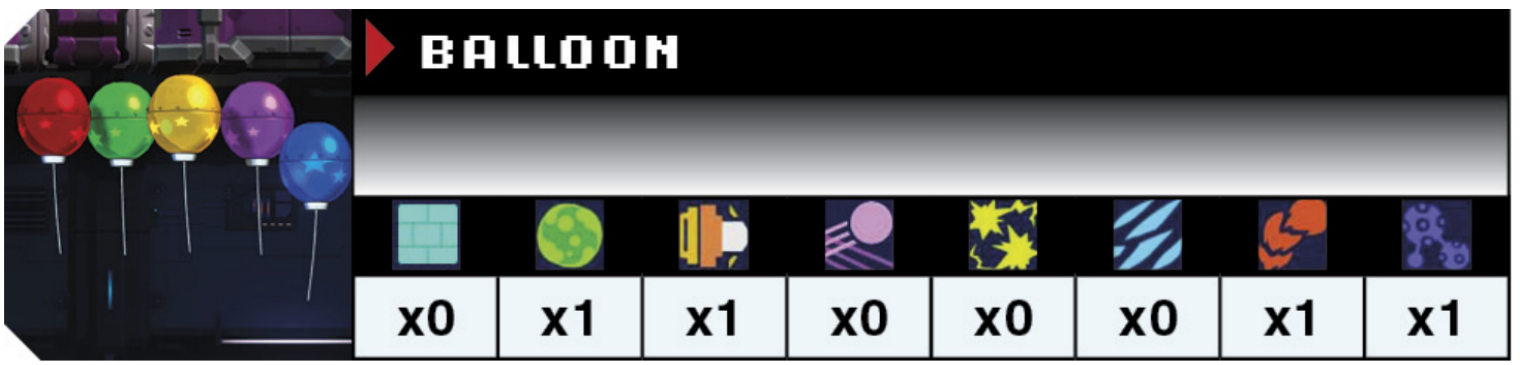
Bounce Man's stage is littered with bouncy balls that Mega Man must utilize to reach his goal. They can be extremely tricky and frustrating when you bounce between multiple balls and don't end up where you want to. Take a few moments in the second room to practice using the balls and getting acquainted with how they work. For instance, if you just jump or bounce into one, it bounces you away a short distance. But if you hold Jump when landing on one, it bounces you higher. Likewise, if you land on a bouncy ball at an angle, you bounce back in the opposite direction. In some instances, Mega Man can avoid bouncy balls by using Rush Coil or Pile Driver instead.



3 Jump off the platform below and follow the air down to the trampoline from the start of the stage. The trampoline will now send you flying back up, allowing you to reach the ladder to the next room. The Cannopeller II will have respawned, but it shouldn't cause you any trouble.

4 In the next room is a Bunby Balloon. If you destroy the Bunby (such as with a Charge Shot), the balloons float away a small distance and persist, potentially creating hazards for Mega Man. If you destroy the balloons holding the Bunby up, the Bunby plummets to its robotic demise. Note that the balloons are curiously immune to the Block Dropper, so a Charge Shot is the best approach. If you have a Mega Tank, you can also get six easy 1UPs.





Bounce up the balloons on the room's left side. Take out the Bunby and its balloons, then high-bounce to the ladder above.

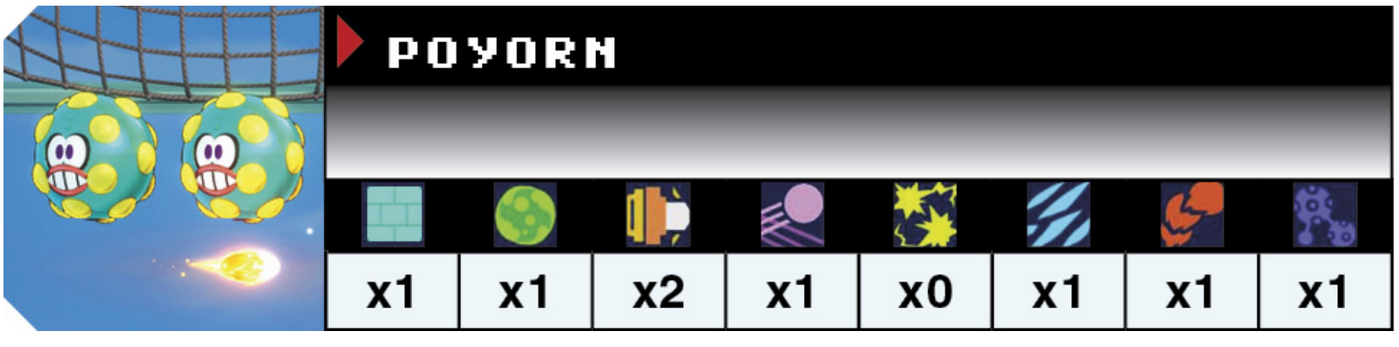
Achievement/Trophy

Playtime's Over

Destroy all balloon enemies once and reach the boss. (Excludes Challenge Mode)

In the middle of the room is a contraption called a "slapper." Upon being shot, the timer visually counts down from 3 to 1. The slapper spins around and physically assaults Mega Man, launching him forward. Use the arrow displayed in its default state to see which direction the slapper will go.

Take out the Lyrics and use the slapper to reach the ladder in the upper left corner. If you're in a hurry, the Pile Driver or Rush Coil can get you to your destination faster than the slapper.



This room is nothing but bouncy balls and Poyorns. Damaging a Poyorn causes it bounce away and potentially off the environment, so try to shoot them from a distance. They're also weak to the Pile Driver.

When they're gone, high-jump toward the ladder and exit the room.

A Poyorn drops down and begins bouncing toward you. Take it out before leaving the ladder; otherwise you'll start bouncing too.

Bounce up to the pink slapper. While the timer counts down, take out the Cannopeller II. You can destroy its shots with the Mega Buster.

15
FROG BALLOON
14
13
12
11

9 After being slapped to the room's right side, bounce up to the green platform. You can shoot the Bunby Balloon on the way up, but it's also fine to leave it be.

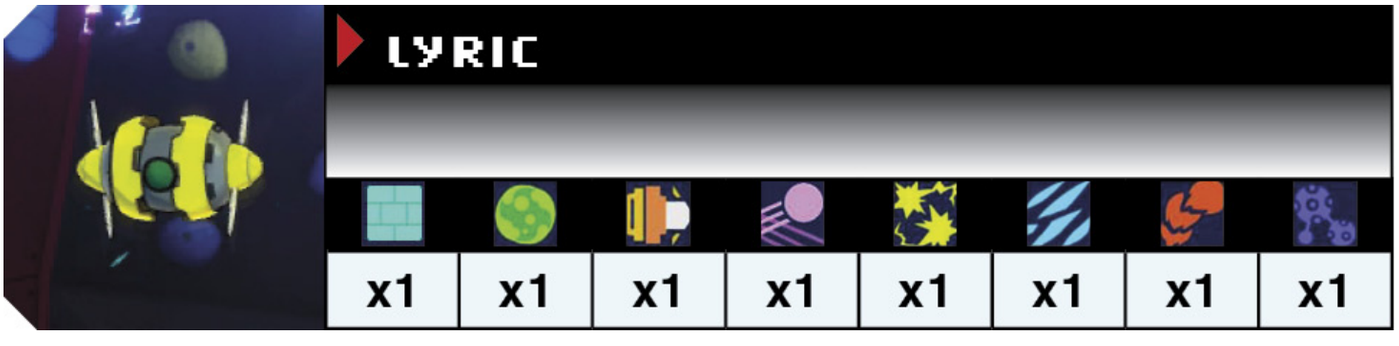
10 Reach a 1UP by jumping down and using the Pile Driver. If you left the Bunby Balloon alone, it will patrol back and forth away from the 1UP. Just wait for your window of opportunity. When you're ready to proceed, use the slapper to reach the ladder across the gap.

11 Two more Poyorns bounce your way. Pop and proceed.

12 The three slappers in this room actually hit Mega Man to the right—the wrong direction. Clear the room of enemies and shoot all three slappers; then use them as platforms to jump across to the left. The Lyrics respawn over time.

Pro Tip

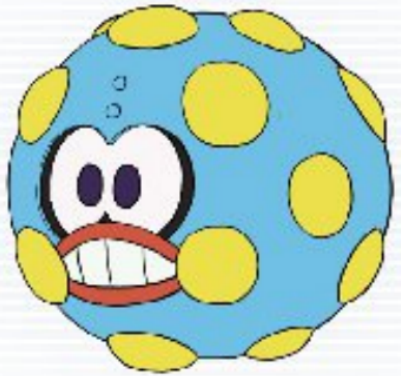
If you stand on the middle slapper, the Wall Blaster shoots just over your head, allowing you to easily take it out.

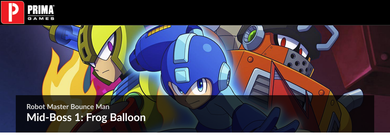


13 This is the first large room requiring mastery (or luck) over the bouncy balls. Proceed to the right, past the Gabyoall, and bounce to the top of the room. You should get bounced out of the small bouncy ball shaft and downward again.

14 Take out the Wall Blasters and Lyrics; then carefully and calmly head left, using controlled bounces. The Block Dropper is useful here if the bouncing is affecting your aim. If you want the Weapon Capsule at the top, there are three solo bouncy balls leading to it. This also allows you to destroy the final Wall Blaster more easily. High-bounce out of the room.

15 Destroy the Poyorn and use the slapper or Rush Coil to exit the room to the right. Collect the items by jumping off the edge of the slapper platform and bouncing to the upper left platform.





Robot Master Bounce Man

Mid-Boss 1: Frog Balloon

Frog Balloon

HP: 24

Weakness: Blazing Torch x2.5, Pile Driver x3

Pump Master K

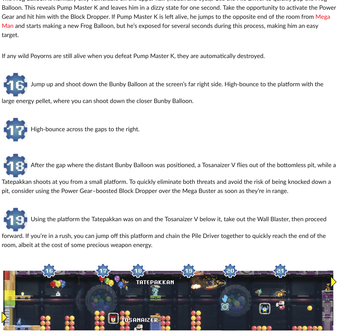
HP: 46

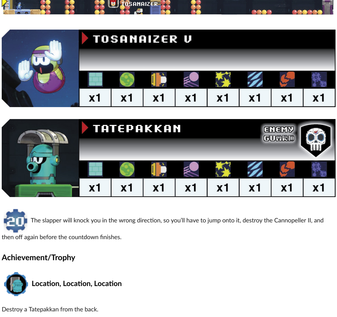
Weakness: Block Dropper x2, Blazing Torch x2, Pile Driver x1.5

This mid-boss is actually an enemy within an enemy. Inside the Frog Balloon is Pump Master K. By popping the balloon, Pump Master K (and several Poyorns) falls out, allowing you to attack K directly. If not defeated quickly, Pump Master K inflates a new Frog Balloon.

The Frog Balloon uses its tongue to swing across the room, so don't try to stand still in the corner. It then hops around, eventually swinging again. It also has a capture attack when Mega Man is in close proximity, where it extends its tongue toward you. If the tongue makes contact, Mega Man is unable to move and after a short while the Frog Balloon either jumps onto him, causing contact damage, or performs a "Rubber Snap" attack, flying to Mega Man's position and dealing increased damage.

To escape the capture, press any buttons (except for Start, Double Gear, or Option) 24 times. If an escape occurs during a Rubber Snap attack but before it hits Mega Man, the Frog Balloon falls backward and is temporarily completely vulnerable. The Frog Balloon enters this same state if the capture attack misses in the first place. Only the tip of the tongue can capture Mega Man. The tongue has HP of its own during the capture attempt. If the tongue's HP is depleted during the Capture attack, then the tongue snaps back and causes the Frog Balloon to be vulnerable.





The Frog Balloon is normally only vulnerable on the upper half (mouth and eyes). Use the Pile Driver to quickly pop the Frog Balloon. This reveals Pump Master K and leaves him in a dizzy state for one second. Take the opportunity to activate the Power Gear and hit him with the Block Dropper. If Pump Master K is left alive, he jumps to the opposite end of the room from Mega Man and starts making a new Frog Balloon, but he's exposed for several seconds during this process, making him an easy target.

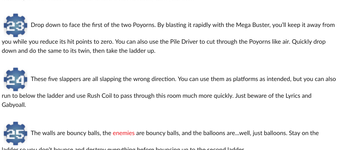
If any wild Poyorns are still alive when you defeat Pump Master K, they are automatically destroyed.

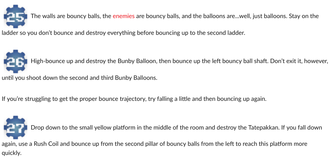
16 Jump up and shoot down the Bunby Balloon at the screen's far right side. High-bounce to the platform with the large energy pellet, where you can shoot down the closer Bunby Balloon.

17 High-bounce across the gaps to the right.

18 After the gap where the distant Bunby Balloon was positioned, a Tosanaizer V flies out of the bottomless pit, while a Tatepakkan shoots at you from a small platform. To quickly eliminate both threats and avoid the risk of being knocked down a pit, consider using the Power Gear–boosted Block Dropper over the Mega Buster as soon as they're in range.

19 Using the platform the Tatepakkan was on and the Tosanaizer V below it, take out the Wall Blaster, then proceed forward. If you're in a rush, you can jump off this platform and chain the Pile Driver together to quickly reach the end of the room, albeit at the cost of some precious weapon energy.





20 The slapper will knock you in the wrong direction, so you'll have to jump onto it, destroy the Cannopeller II, and then off again before the countdown finishes.

Achievement/Trophy

Location, Location, Location

Destroy a Tatepakkan from the back.

21 Destroy the Tosanaizer V just after the Cannopeller II and then bounce your way to the next room.

22 Activate the Speed Gear or Power Gear and prepare a Charge Shot. Slide toward the large weapon capsule, revealing an Anti-Eddie. Take it out before it can run away with your item!

23 Drop down to face the first of the two Poyorns. By blasting it rapidly with the Mega Buster, you'll keep it away from you while you reduce its hit points to zero. You can also use the Pile Driver to cut through the Poyorns like air. Quickly drop down and do the same to its twin, then take the ladder up.

24 These five slappers are all slapping the wrong direction. You can use them as platforms as intended, but you can also run to below the ladder and use Rush Coil to pass through this room much more quickly. Just beware of the Lyrics and Gabyoall.

25 The walls are bouncy balls, the enemies are bouncy balls, and the balloons are...well, just balloons. Stay on the ladder so you don't bounce and destroy everything before bouncing up to the second ladder.

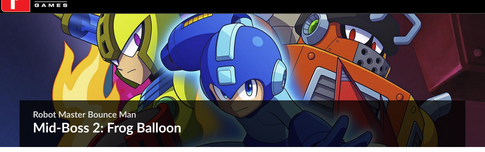
26 High-bounce up and destroy the Bunby Balloon, then bounce up the left bouncy ball shaft. Don't exit it, however, until you shoot down the second and third Bunby Balloons.

If you're struggling to get the proper bounce trajectory, try falling a little and then bouncing up again.

27 Drop down to the small yellow platform in the middle of the room and destroy the Tatepakkan. If you fall down again, use a Rush Coil and bounce up from the second pillar of bouncy balls from the left to reach this platform more quickly.

28 Grab the Energy Tank above by bouncing off the bouncy balls over the small green platform; then exit the room by bouncing up the shaft of bouncy balls on the far right, using the same green platform.

29 High-bounce out of the small area. Grab the large energy pellet if you need it; then prepare for another round with the Pump Master K.



Mid-Boss 2: Frog Balloon

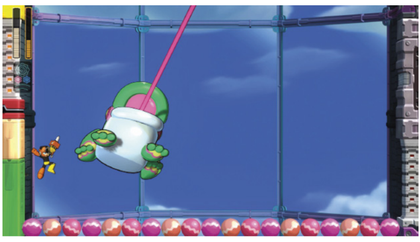
Frog Balloon

HP: 24

Weakness: Blazing Torch x2.5, Pile Driver x3

Pump Master K

Weakness: Block Dropper x2, Blazing Torch x2, Pile Driver x1.5



The rematch plays out much like the first battle, but this time the floor is lava. Just kidding, it's bouncy balls! The same rules apply: Annihilate the Frog Balloon with the Pile Driver; then drop blocks on Pump Master K until he can pump no more.

30 Use the first slapper to get slapped to the first ladder; then use the second slapper to get slapped to the second ladder. You need to be right at the edge of the second slapper to make the distance.

Use Rush Coil on the first slapper to circumvent the second half of the room and go straight to the exit ladder.

31 Climb up the ladder and destroy the Cannopeller II and any Lyrics in range. Carefully bounce across the three pairs of bouncy balls and take out the second Cannopeller II.

If you fall, there is solid ground below, patrolled by a Gabyoall.

32 A Tosanaizer V will pop up from the pit just after the fourth pair of bouncy balls.

33 Surprise! Another Tosanaizer V awaits after the single yellow bouncy ball.

34 Proceed to the ladder and up to the platform. Take out the Cannopeller II and any Lyrics from here.

35 Proceed to bounce left, along the single bouncy balls. Use the Pile Driver to quickly reach the exit platform from the second to last ball (the yellow one).

36 Bounce up to take out the Bunby Balloon, then head to the next solid platform.

37 Destroy the balloons and avoid the Gabyoall as you go to the ladder.

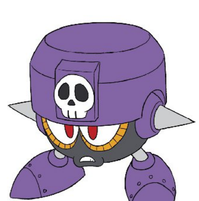
38 Slip past the next Gabyoall and bounce upward, using the single bouncy balls. Destroy the two Wall Blasters as you ascend.

39 Climb the ladder and then jump down to the trampoline below, angling to the far right.

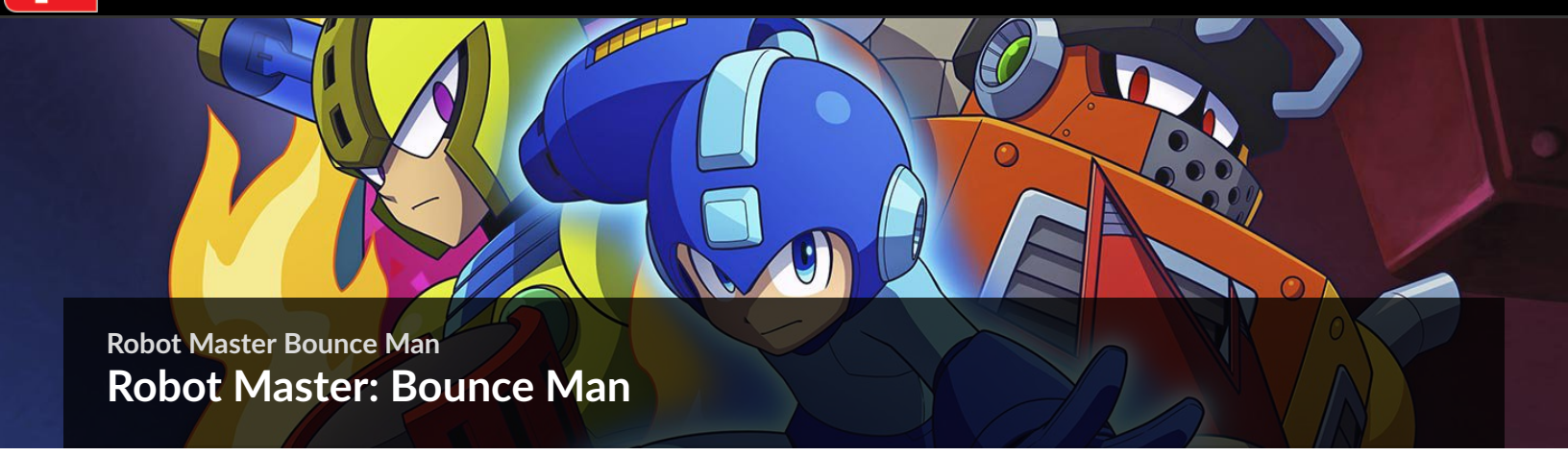
40 Climb down the ladder and

proceed to the bottom of the room, shooting any Lyrics and balloons along the way. Then climb right back up and jump off the top so you can hit the second trampoline and follow the arrow to the exit.

If you're feeling lucky, you can jump toward the trampoline without destroying the balloons first. There aren't that many of them and you can also use the Speed Gear to more easily avoid them midair.



41 Climb up the ladder and take out the Poyorn. Check your Pile Driver energy. Hopefully you have a good amount, as the ruthless and ferocious Bounce Man awaits just ahead!

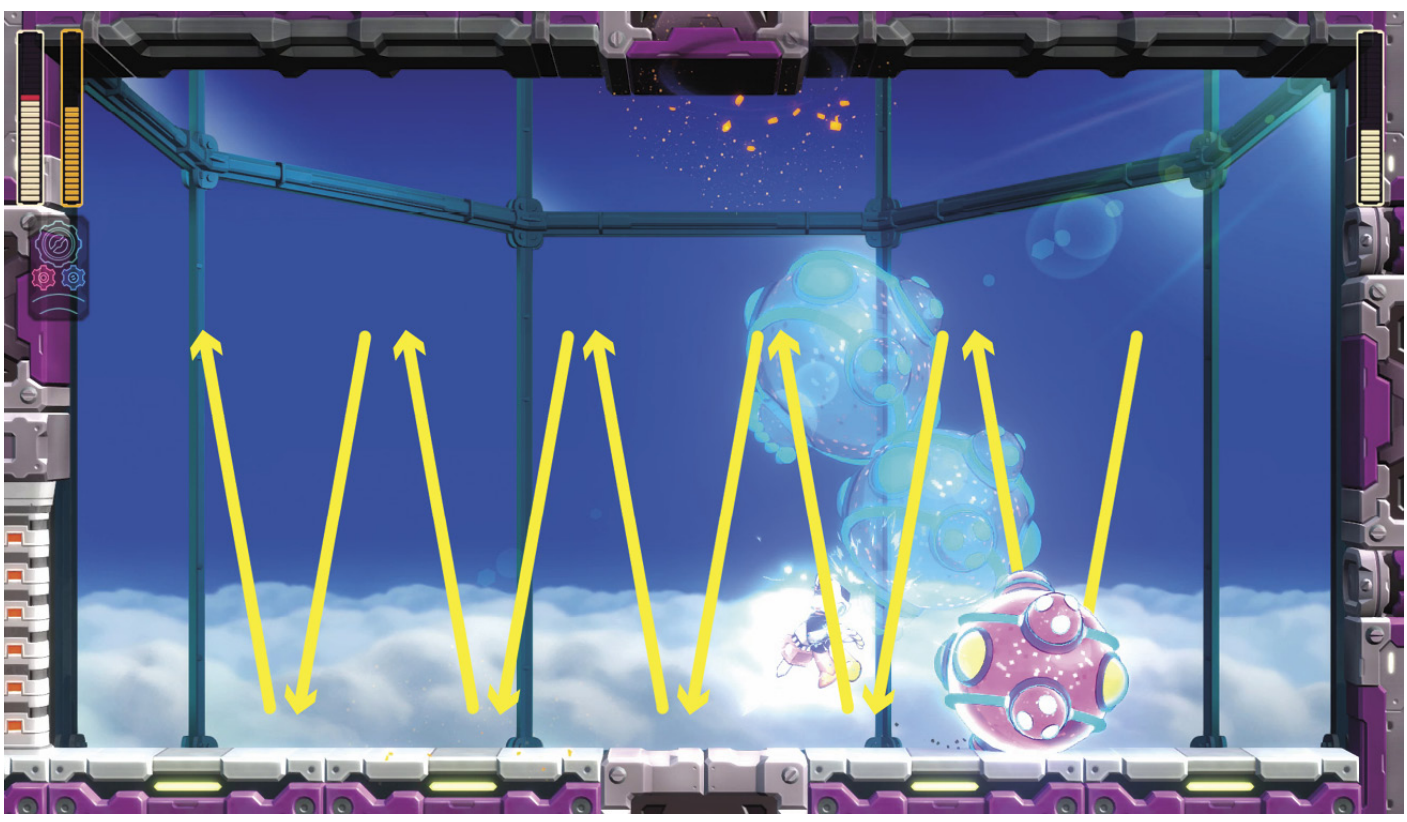


Robot Master Bounce Man

Robot Master: Bounce Man

As soon as the battle begins, activate the Power Gear and use the Pile Driver. This sends Bounce Man flying in pieces around the room. Quickly follow up with a few more Pile Driver attacks, trying to aim it so that both the initial charge effect and the explosion hit him, depleting more than one-third of his health. The fight will be over in a matter of seconds.

If the Bounce Man battle is prolonged for whatever reason, he uses a few different attacks while bouncing around the room:



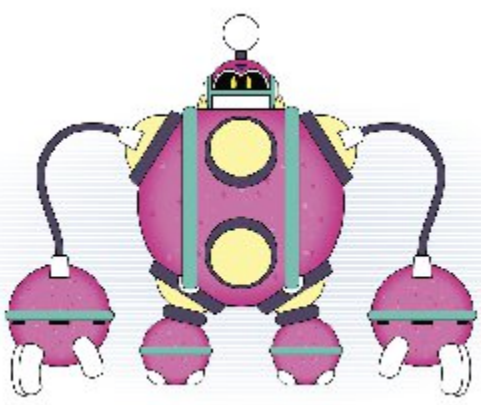
• **Zoom Punch:** In this midair attack, Bounce Man stretches out his arm toward Mega Man, dealing a fair amount of damage if it lands. Slide or jump away from it!

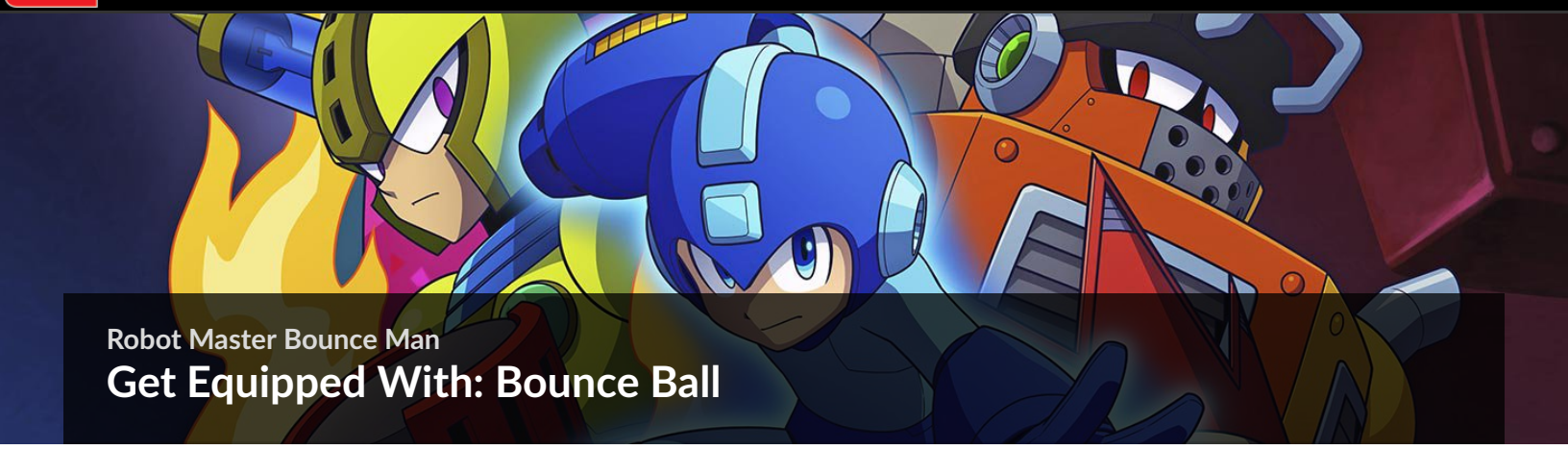
• **Zoom Punch 2:** Once Bounce Man's health is below 50 percent, he will begin using Zoom Punch 2. After punching, Bounce Man pulls himself forward and bounces off the wall, making it harder to dodge him.

• **Speed Gear:** Bounce Man will begin activating the Speed Gear once his health reaches less than 50 percent. After the initial animation, Bounce Man bounces at high speed around the room.

If Bounce Man takes damage from a Charge Shot or Tundra Storm, he rebounds away, like a Poyorn, though this does not occur during his Speed Gear usage.

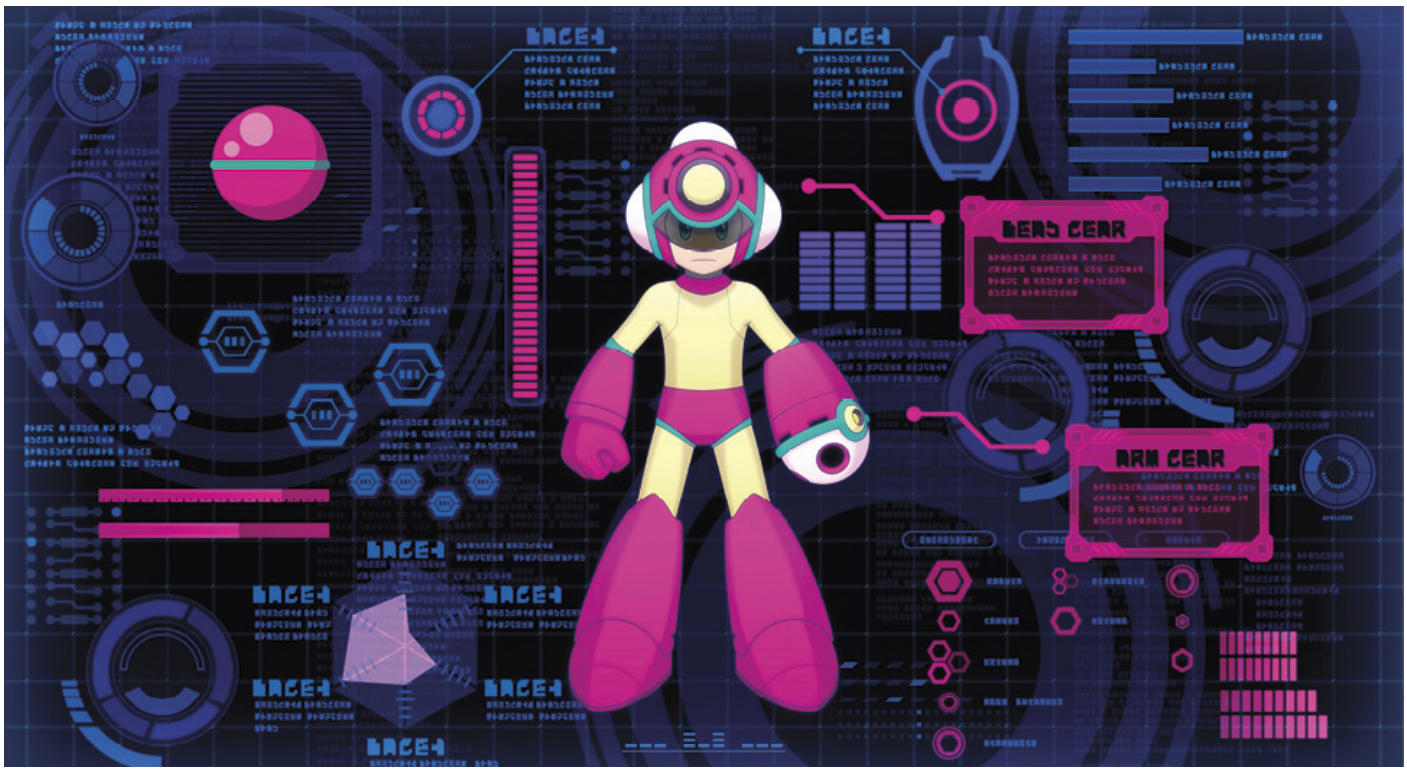
Landing the Pile Driver or a Final Charge Shot causes Bounce Man to break apart and bounce around the room in pieces for five seconds before reassembling.



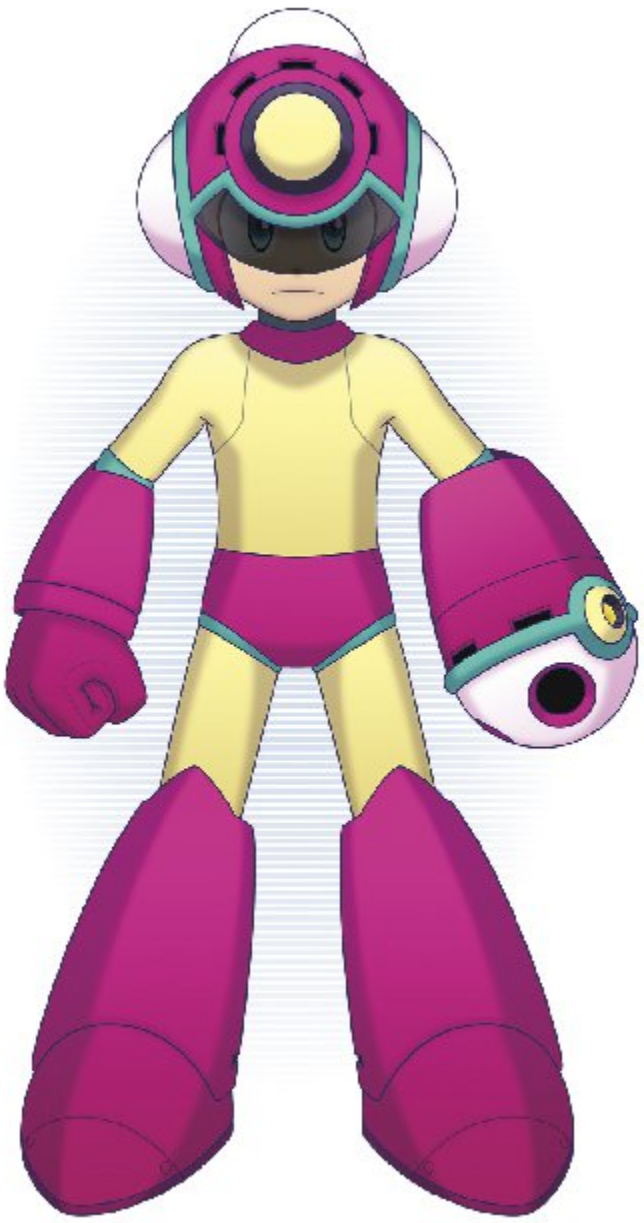


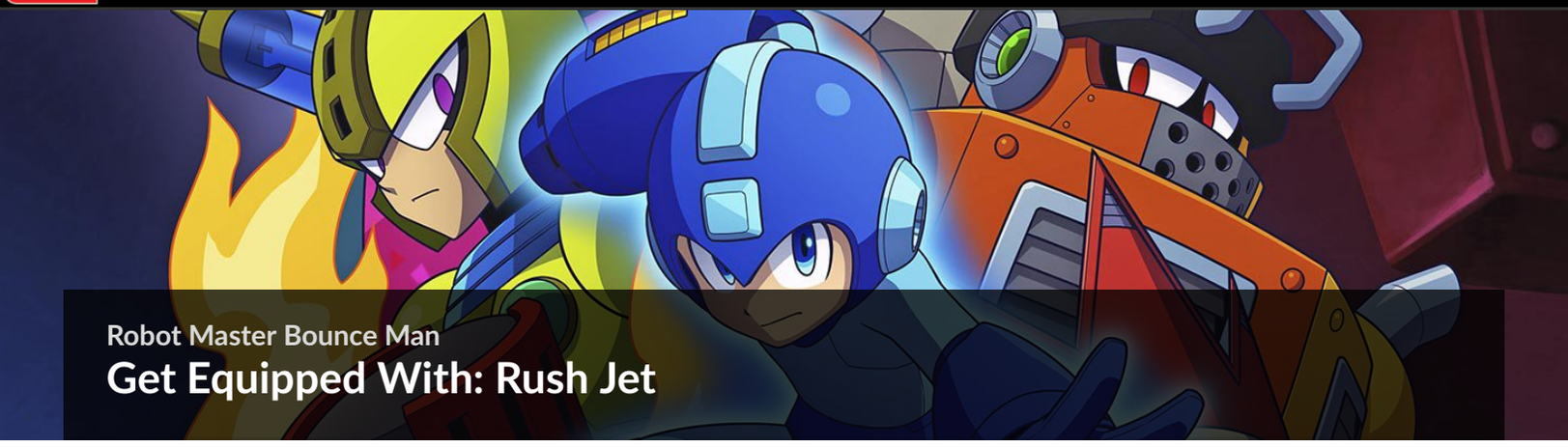
Robot Master Bounce Man

Get Equipped With: Bounce Ball



The Bounce Ball Special Weapon fires out three bounce balls, which ricochet around the room and hit anything they contact. With the Power Gear, a second set of bounce balls is fired behind Mega Man. Additionally, the direction the balls are shot in can be aimed upward or downward.





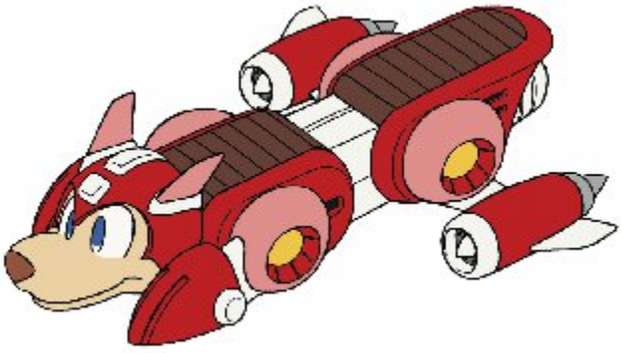
Robot Master Bounce Man

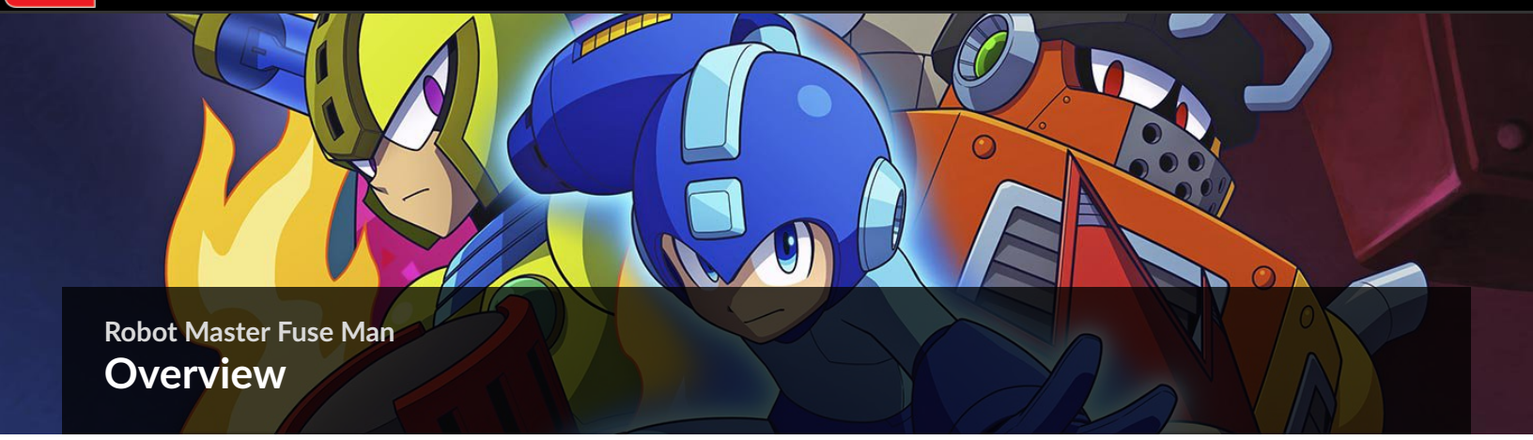
Get Equipped With: Rush Jet

Once you've defeated four of the eight Robot Masters, Dr. Light makes some upgrades to Rush, allowing Mega Man to summon the Rush Jet.

Like in previous Mega Man games, Mega Man can jump on the Rush Jet and it will move forward until either you jump off, manually deactivate it, or it runs out of energy. It can also be slightly aimed up or down as it jets forward.

With proper timing, Mega Man can land on the Rush Jet in midair, allowing him to reach all-new locations (such as the Weapon Tank in Bounce Man's stage) and substitute it for the Pile Driver if needed.

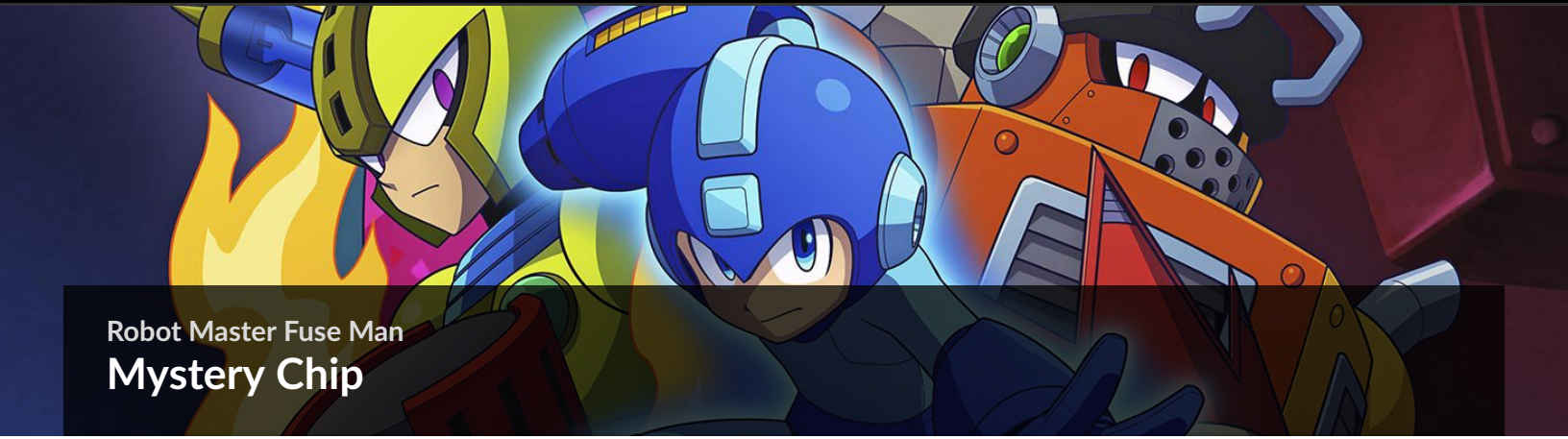




Robot Master Fuse Man

Overview

Fuse Man's stage is a bit of a respite compared to previous stages. There are very few bottomless pits and a reasonable density of enemies, and most importantly, there are no bouncy balls!



Robot Master Fuse Man

Mystery Chip

Equip the Mystery Chip and complete Fuse Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 8:20—500/Under 8:20—1,000

Casual: Over 5:30—500/Under 5:30—1,000

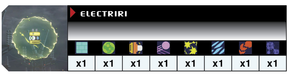
Normal: Over 5:30—250/Under 5:30—500

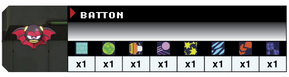
superhero: Over 5:30—250/Under 5:30—500

Robot Master Fuse Man

Recommended Gear

The Bounce Ball Special Weapon is a must for this stage, so good thing you already have it! The Speed Gear Booster will also substantially simplify certain areas in this and all other stages.





1 Head right, taking out any Electriri's floating toward you and avoiding the exposed coils on the ground.

2 Beware the Batton perched above, as it can be somewhat difficult to see. Lure it out and blast it, then proceed forward, clearing out the last few Electriris.

3 In this room you'll have to avoid an environmental hazard called Lightning emitters, which continually shoot straight beams of energy while moving along a track. Electriri also pass through the environment as they float toward you, but so do the Mega Buster shots, so take them out before they can reach you.

Stay between the beams and move in unison with the lightning emitters until you can drop down the shaft at the room's far right side.

Stage Gimmick: Lightning Emitter

The trickiest aspect of Fuse Man's stage is the moving lightning emitters. They're completely impervious to damage, so you'll have to quickly move with them in order to avoid their energy beams, which are only blocked by solid objects in the environment. Coincidentally, they can be turned into 1UPs using a Mega Tank.

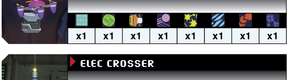
Achievement/Trophy

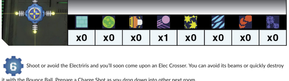
Danger! High Voltage!

Avoid all lightning emitters and reach the boss. (Excludes Challenge Mode)

4 A Batton is hiding on the ceiling above. Lure it out and kill it, then proceed to the right.

5 As the lightning emitters begin to shoot your path with their beams, a K-Drone hovers toward you. Destroy it and then move along with the lightning emitters.





6 Shoot or avoid the Electriris and you'll soon come upon an Elec Crosser. You can avoid its beams or quickly destroy it with the Bounce Ball. Prepare a Charge Shot as you drop down into other next room.

7 Release the Charge Shot to the right as you enter the room to destroy a Wall Blaster on the ceiling ahead.

Note that Bounce Balls deal triple damage to Wall Blasters.

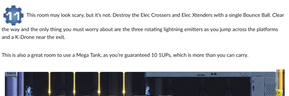
8 Jump across the platforms and you'll be confronted by an Electriri and a Tatepakkan, with a Wall Blaster providing fire support from above. Fell your foes with fire and fury, then proceed as the proof of their existence fades to ash.

9 Jump from platform to platform and be ready for multiple K-Drones. They fly in a wavelike formation, up and down, which can make them difficult to hit before they reach you (and potentially knock you into the superheated coils below). Don't hesitate to use the Block Dropper here.

10 A Tatepakkan protects your escape. Get it to expose itself and blast it; then advance down the ladder.

11 This room may look scary, but it's not. Destroy the Elec Crossers and Elec Xtenders with a single Bounce Ball. Clear the way and the only thing you must worry about are the three rotating lightning emitters as you jump across the platforms and a K-Drone near the exit.

This is also a great room to use a Mega Tank, as you're guaranteed 10 1UPs, which is more than you can carry.



12 Head down the path and to the next room.

13 Destroy the Tatepakkan and move forward, using the platforms to avoid the lightning emitter beams.

14 Destroy the Electriris and wait for your chance to run ahead, between lightning emitters.

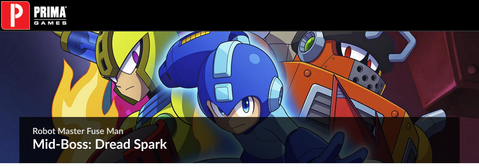
15 Drop down into the gap and then press onward when the coast is clear. Take out two more Electriris before heading up the ladder.

16 A wave of Electriris heads toward you, while Gabyoalls patrol the floor. Shoot the Electriris and then head across the room.

17 Another Electriri is ahead, followed by another lightning emitter section. Time your jumps to avoid the beams as you head upward. Use the Speed Gear if you're having trouble!

18 You'll need to slide under numerous lightning emitters, but once you start, you can't stop, so wait until the columns are blocking the closest beams and then slide forward. You should avoid all of the beams if the timing is correct.

19 To reach the upper level in this room, you must destroy the Wall Blaster and Tatepakkan, then use Rush Jet before dropping down to the mid-boss slider. Quickly jump back off of Rush Jet to reach the platform.

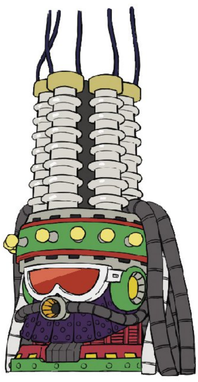


Robot Master Fuse Man

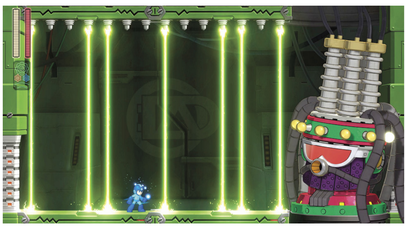
Mid-Boss: Dread Spark

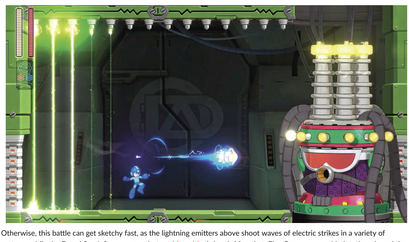
HP: 90

Weakness: Acid Barrier x3, Bounce Ball x6

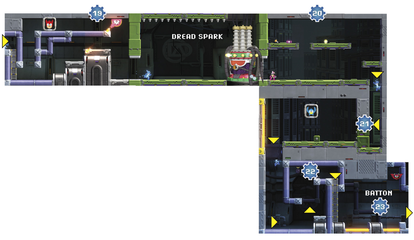


The Dread Spark is invincible in all areas except for its super stylish safety goggles, and it is extremely weak to Bounce Ball. As soon as the match starts, blast it repeatedly with Bounce Balls until it cracks.





Otherwise, this battle can get sketchy fast, as the lightning emitters above shoot waves of electric strikes in a variety of patterns while the Dread Spark fires cannon shots at Mega Man's head. After that, Elec Crossers are added to the mix and the pattern repeats.



20 Grab the items in the recovery room and drop down the shaft in the bottom right.

21 Fall to the left as you enter the room and quickly run forward, hopping over the small green block, and fall down the shaft. If you're quick, you'll avoid the lightning emitter's beam.

22 Two Battons rest on the ceiling above. Lure them out or destroy them with the Block Dropper, then proceed around to the ladder.

23 Jump over the coils and another Batton attacks from the ceiling. Leave it alone and slide through the opening. The Batton is easier to destroy once you're not directly under it.

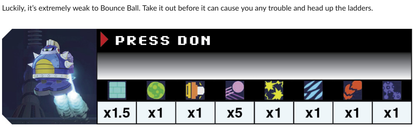
24 Destroy the Elec Crossers and Xtender with the Bounce Ball; then use Rush Coil to reach the small platform above and circumvent having to deal with the lightning emitters. Jump to the right and head down the ladder.

25 Take out the wall of Electriris and exit the room.

26 The Press Don hovers in the air and attempts to drop down on Mega Man. If you're quick, you can run or slide out of the way, especially with the Speed Gear. If it floats for too long, it gets tired and falls down anyway.

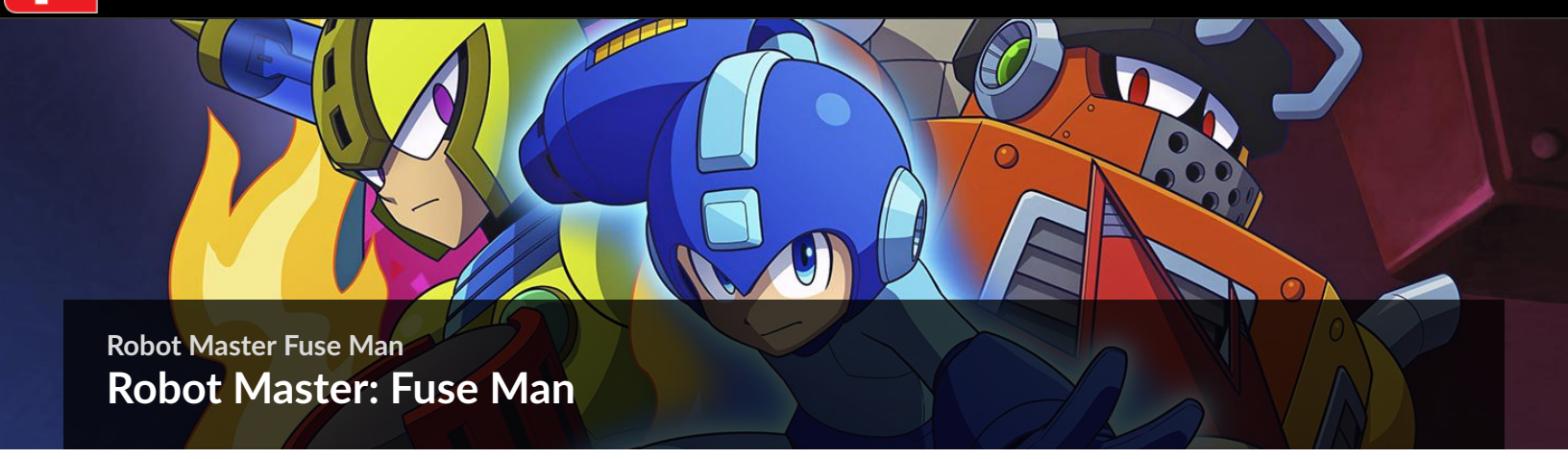
If you get close to the Press Don, it punches you using a spring-loaded fist hidden in its chest, so don't underestimate it just because it doesn't have any arms.

Luckily, it's extremely weak to Bounce Ball. Take it out before it can cause you any trouble and head up the ladders.



27 You know the drill by now. The Speed Gear Booster is very useful in this room, especially if you plan on grabbing the Energy Tank halfway up. Otherwise, if you time it correctly, you can run through without having to stop and can avoid the Electriris and a K-Drone entirely.

28 Dodge the Lightning emitter beams and head to Fuse Man's room.



Robot Master Fuse Man

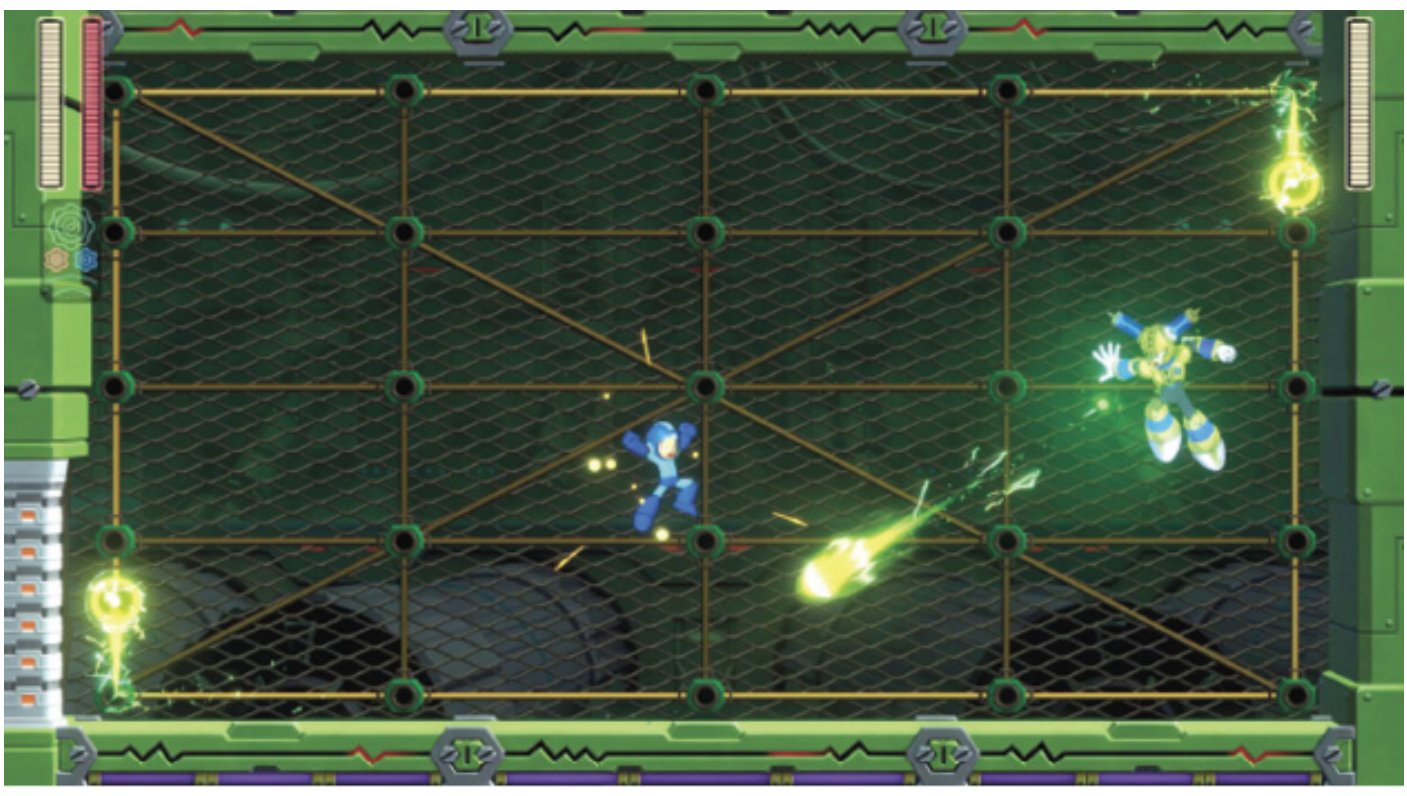
Robot Master: Fuse Man

Fuse Man attacks with lightning-fast movements, bolting around while dangerous surges of electricity transfer across the power lines linked throughout the room.

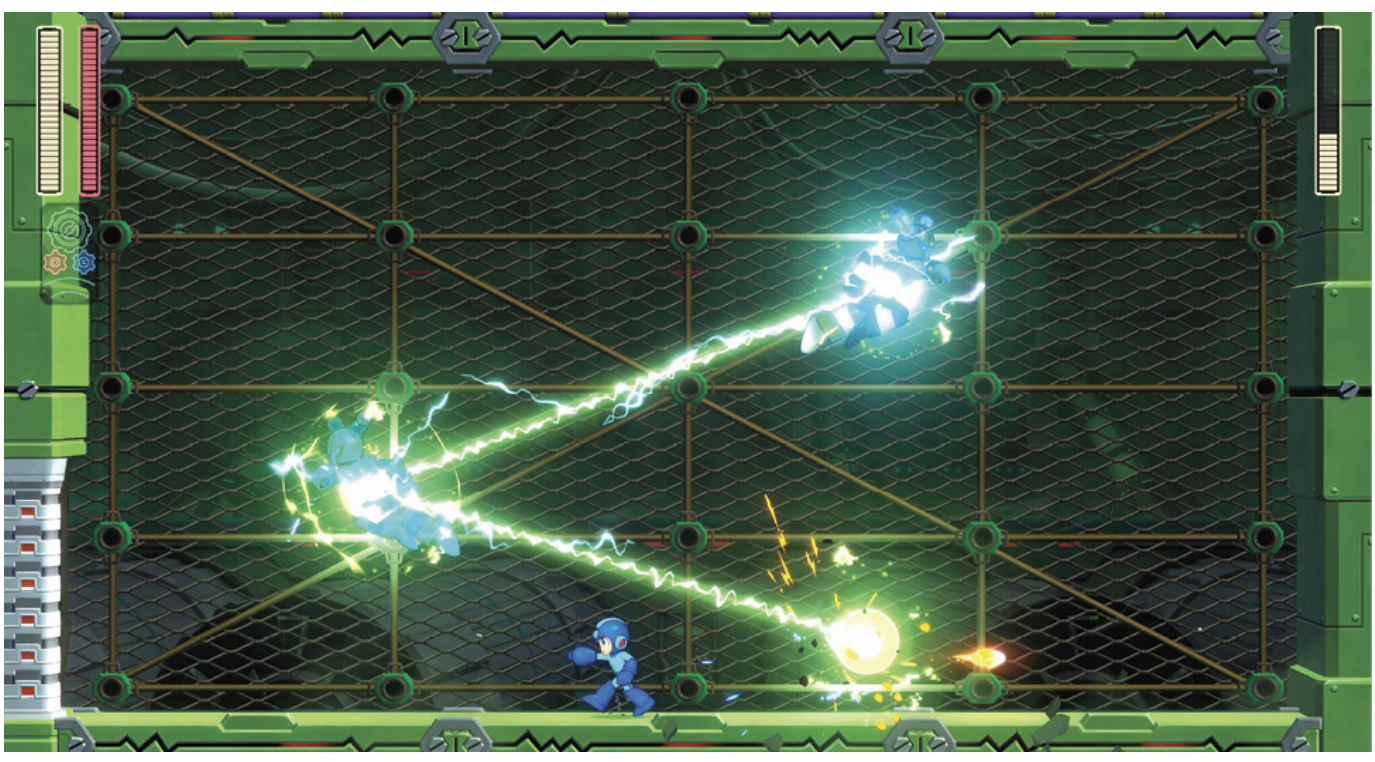
Fuse Man is weak to the Bounce Ball, which is convenient since Bounce Balls can easily reach him no matter where he is. Often, it will be in a heightened position beyond reach of the Mega Buster and Acid Barrier shots. Bounce Balls can also destroy the electric charges moving around the room.

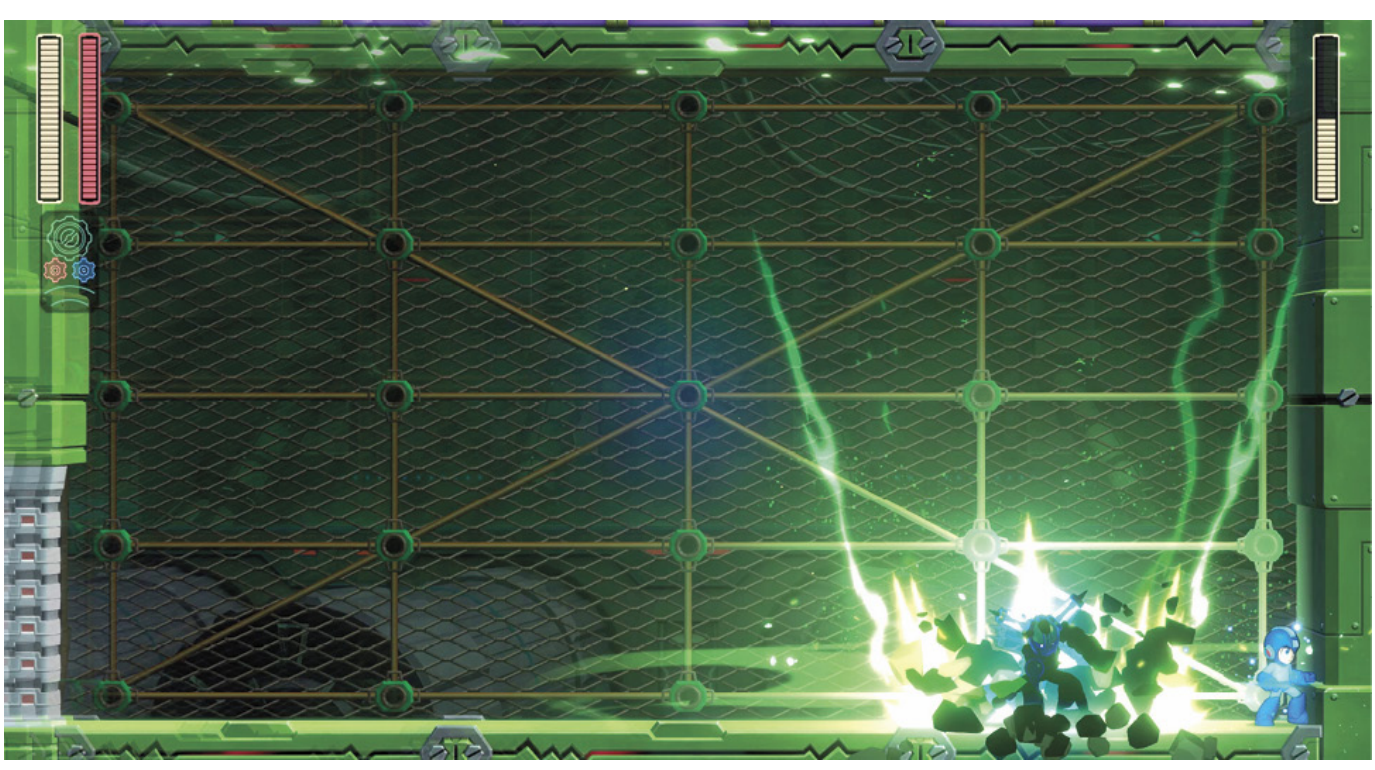
While you work on depleting his health, avoid his movement patterns. After each movement, Fuse Man takes a shot at you, then moves again.

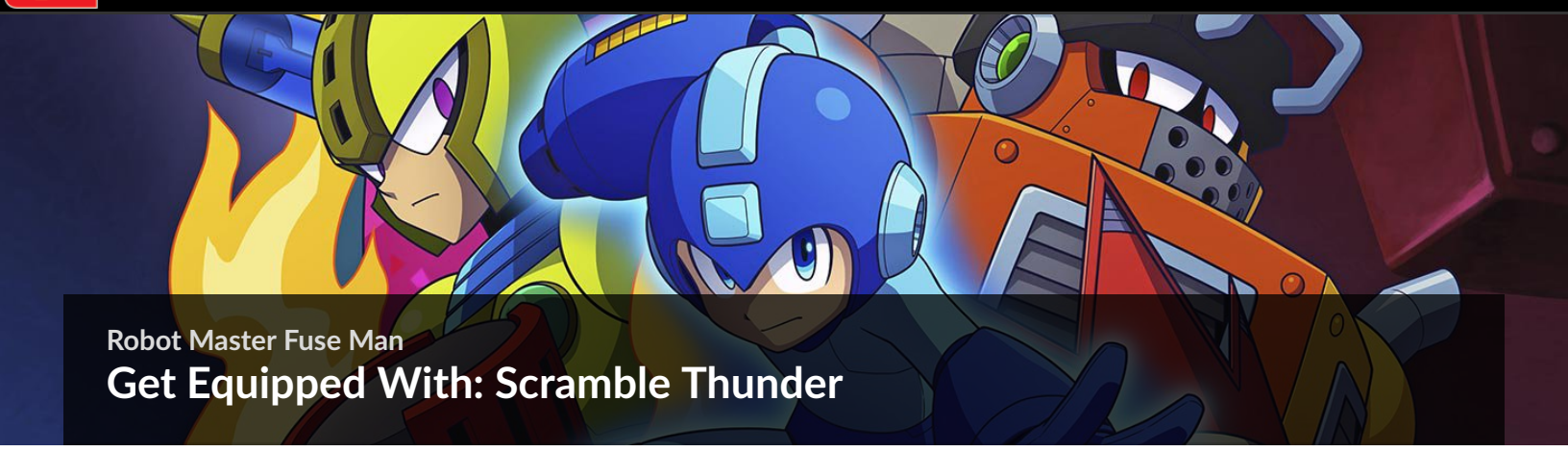
Once Fuse Man's health reaches 50 percent, he absorbs any remaining electric charges and activates the Speed Gear. If there are no electric charges, his Speed Gear capabilities are reduced. Instead of shooting at you, he now rapidly zigzags around and then plummets down on your location, causing an electrical explosion. This is relatively easy to dodge, and Fuse Man is vulnerable for a short period after hitting the ground and before starting his next attack.



Just keep the balls bouncing and Fuse Man should short out soon enough. Well, technically he explodes while screaming like all of Dr. Light's other robots captured by Dr. Wily, but you get the idea. Yay...?

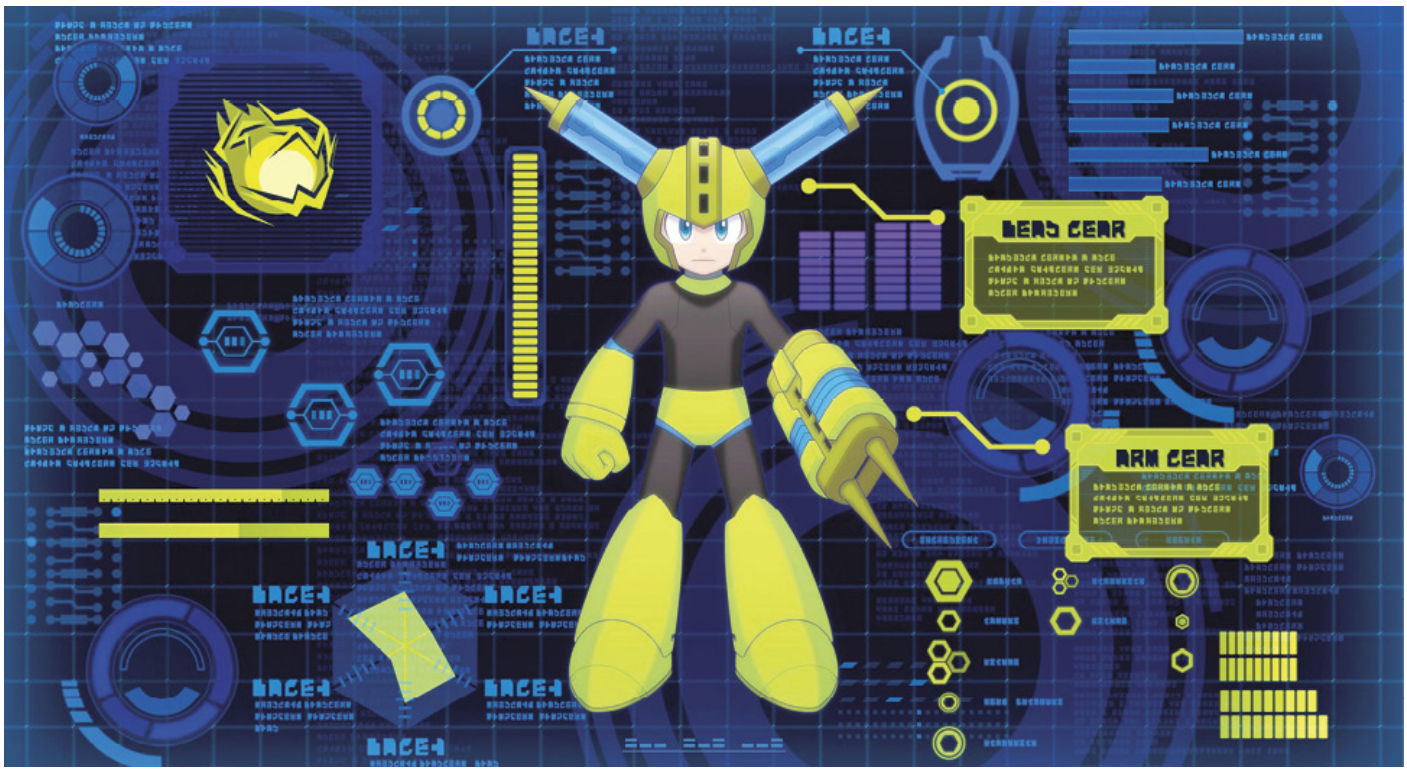




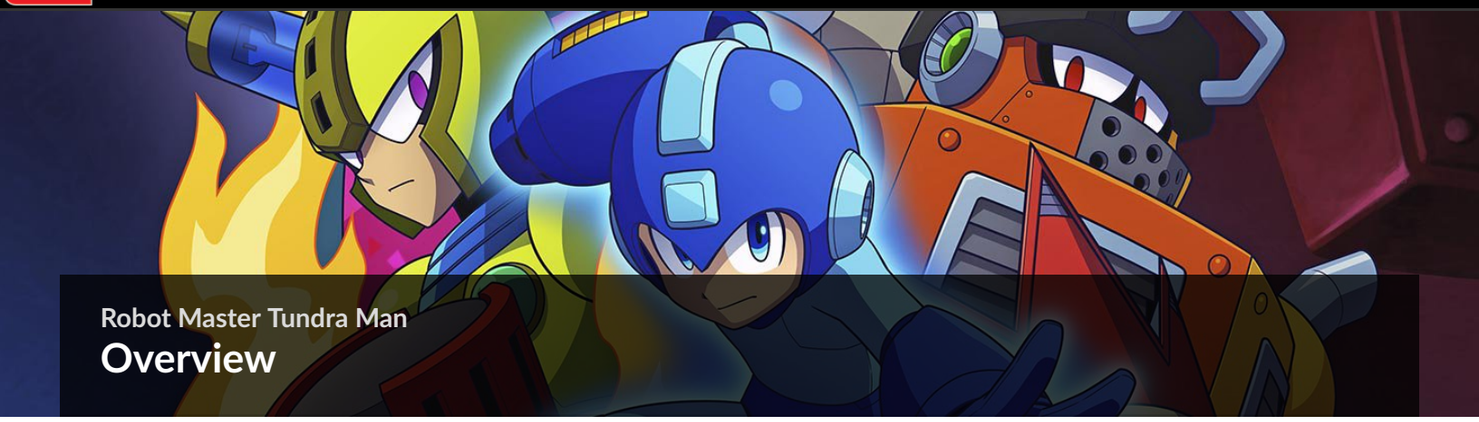


Robot Master Fuse Man

Get Equipped With: Scramble Thunder



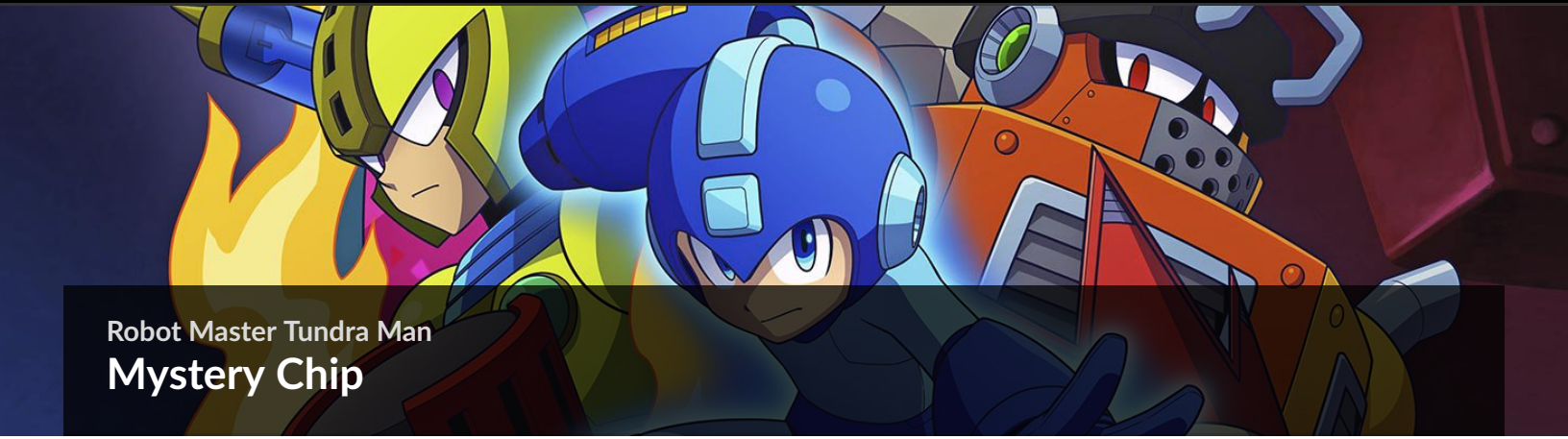
The Scramble Thunder discharges two bolts of electricity that speed along the ground in either direction and will even travel up and around walls and ceilings, exploding upon contacting an enemy or destructible hazard. With the Power Gear, the bolts are substantially increased in size and will pass through enemies, allowing multiple enemies to take damage from a single shot.



Robot Master Tundra Man

Overview

Tundra Man's stage is one of the shortest in the game, with a target time under 4:30 to get the max Mystery Chip bonus. Tundra Man himself is not overly challenging, compared to other Robot Masters, but he does hold the most powerful Special Weapon in the game!



Robot Master Tundra Man

Mystery Chip

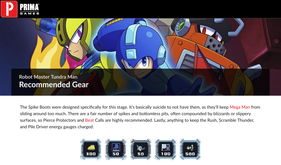
Equip the Mystery Chip and complete Tundra Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 6:45—500/Under 6:45—1,000

Casual: Over 4:30—500/Under 4:30—1,000

Normal: Over 4:30—250/Under 4:30—500

Superhero: Over 4:30—250/Under 4:30—500



Robot Master Tundra Man

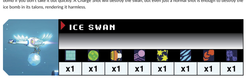
Recommended Gear

The Spike Boots were designed specifically for this stage. It's basically suicide to not have them, as they'll keep Mega Man from sliding around too much. There are a fair number of spikes and bottomless pits, often compounded by blizzards or slippery surfaces, so Pierce Protectors and Boot Cells are highly recommended. Lastly, anything to keep the Rush, Scramble Thunder, and Pile Driver energy gauges charged.

As you teleport into the stage, Eye Ices are slowly falling in all directions. You can avoid Eye Ices, but it's generally best to blast them so they don't overwhelm you, or in later areas, get blown into you by the wind. Head forward.

After you jump onto the ice blocks, you see a Gabyoall patrolling below. It's easy enough to avoid as you head to the next bunch of ice blocks while taking out more Eye Ices.

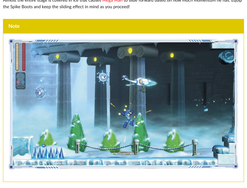
Beware the spikes ahead. The ice causes Mega Man to slip forward. Spikes and pits are located in the most dangerous possible places. Jump over them and jump up again to shoot the Ice Swan that passes overhead; it drops an ice bomb if you don't take it out quickly. A Charge Shot will destroy the swan, but even just a normal shot is enough to destroy the ice bomb in its talons, rendering it harmless.

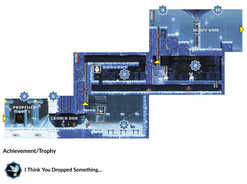


Stage Gimmick: Slippery Ice

Almost the entire stage is covered in ice that causes Mega Man to slide forward based on how much momentum he has. Equip the Spike Boots and keep the sliding effect in mind as you proceed!

Note



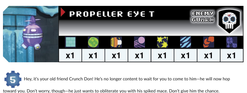


Achievement/Trophy

I Think You Dropped Something...

Avoid all ice from Ice Swans and reach the boss. (Excludes Challenge Mode)

Two Propeller Eye Ts float toward you. They may look weak, but they have guard protection. Wait until their mouths open to blast them; otherwise you can Guard Break them with a Charge Shot and destroy them while they're stunned.

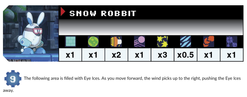


Hey, it's your old friend Crunch Don! He's no longer content to wait for you to come to him--he will now hop toward you. Don't worry, though--he just wants to obliterate you with his spiked mace. Don't give him the chance.

As will become commonplace, a Gabyoall is placed in a way that's meant to make you panic, potentially sliding into the spiked wall. Simply plop down Rush Coil instead and jump straight up to the platform above. Take the ladder out of this death trap.

More Propeller Eye Ts, more spikes, and another Gabyoall. Take out the Propeller Eye Ts first as they home in on you. Freeze the Gabyoall by shooting it, or preferably destroy it with the Pile Driver while on the far right side of the second level. Carefully head to the small gap and drop down. Do not underestimate the danger of sliding here!

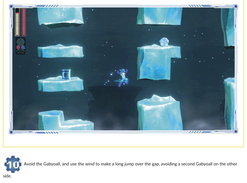
This room is a good place to practice destroying Snow Robbits with their weakness: Scramble Thunder. Aim at the ceiling between you and them and send a couple of charges their way to make Robbit stew, then proceed up the ladders.



The following area is filled with Eye Ices. As you move forward, the wind picks up to the right, pushing the Eye Ices away.

Stage Gimmick: Heavy Wind

Tundra Man's winter wonderland is filled with blizzards that influence both Mega Man's movement and that of certain enemies, such as Eye Ices. You'll need to become one with the wind to make certain jumps or avoid being blown into spikes, all while dealing with the slippery ice as well.



Avoid the Gabyoall, and use the wind to make a long jump over the gap, avoiding a second Gabyoall on the other side.

Once you've cleared the third Gabyoall, hit the Speed Gear and use it to carefully jump across the small elevated platforms over a Snow Robbit. These lead to a 1UP. If you fall down, it's nearly impossible to grab the 1UP due to the wind. You'll have to use Rush Coil, then immediately switch to Pile Driver and time a charge perfectly. Eye Ices continue to drop down at an angle from the top of the screen, making this effort even more difficult.

Prepare a Charge Shot for an Ice Swan that appears after jumping the gap. Carefully traverse the upper platforms for a large Screw if you're in need; otherwise proceed along the bottom and drop down the shaft at the end of the area.

A stationary Crunch Don guards a large energy pellet next to a spike pit. Decide if it's worth the risk. Proceed to the right when ready.

Take out the three Propeller Eye Ts and jump over the Gabyoall as you continue to the right.

A sliding path leads to three small weapon capsules and a Gabyoall. A Sniper Joe is on the upper platform, but you can take him out safely with the Block Dropper. Unfortunately, Sniper Joes are resistant to Scramble Thunder, so don't waste your energy trying to fry him.

Proceed to the right as the wind pushes you toward several Snow Robbits. Slide under them or destroy them as you go.

If you're playing on Newcomer or Superhero, or you have any of the Catcher items and need to stock up, the Robbits constantly respawn here if you move back and forth before proceeding, allowing you to farm item drops.

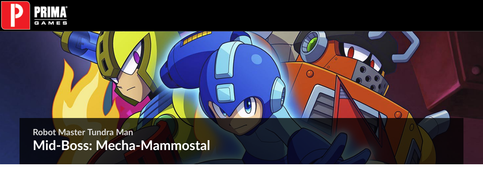
Jump up on the platform and then jump off using the wind to clear the Crunch Don.

You can either take the high route, which leads to a large energy pellet, or the low route. To make the low route much safer, summon Rush Jet and cruise your way across the abyss.

A final Robbit awaits at the end. Proceed down the hole.

Use Rush Coil to grab the large energy pellet if you're in need.

Two Propeller Eye Ts are waiting for you when you drop into the room. Take them out, moving to the far left wall if you need to put some distance between them and you. A Gabyoall patrols below, guarding several Screw Items.



Robot Master Tundra Man

Mid-Boss: Mecha-Mammostal

HP: 72

Weakness: Chain Blast x3, Scramble Thunder x3

Don't be tricked by the Mecha-Mammostal's appearance: The enemy is the base of the statue, not the mammoth itself. As you've probably noticed a trend with mid-bosses by now, aim for the thing with eyes. Everything else is invincible. Furthermore, when the eyes are closed, they gain Guard status.

The Mecha-Mammostal display robot launches a series of ice attacks, causing large icicles to drop from the ceiling, creating platforms for Mega Man to jump on, while smaller icicles become environmental hazards. The Mecha-Mammostal can spin around the room, destroying the icicles and damaging Mega Man if he gets hit. Its large size makes it hard to dodge. It can also control the wind and create powerful gusts that can push Mega Man off the icicles.

Activate the Power Gear and send Scramble Thunder charges its way. The charges travel along the ground—including through icicles—straight into the weak point of the boss, dealing damage even if it's guarding. Wait a moment between charges so that the Mecha-Mammostal's post-damage invincibility frames don't cause your next shot to pass through it harmlessly.

22 Grab the energy pellets in the post-battle room and move along.

23 Jump over the ice pit and proceed forward on the large ice blocks. Ice Swans fly overhead from both directions and try to bomb you. Use Charge Shots or the Block Dropper to destroy them, or slide past the bombs as they drop. Note that the bombs shatter into two shards if they hit the ground. These shards can also damage Mega Man.

24 Take out the Crunch Don, watching for falling Eye Ices. The wind begins to cycle on and off every several seconds, pushing Mega Man backward. Fight against it and press onward.

25 Rush Jet is a great option here; just beware of the Eye Ices. Otherwise, jump over the pits with Gabyoalls in them, ignoring the Weapon Tank for now.

26 Once you reach the lowest elevated platform, wait for the wind to die down and then quickly go back to the Weapon Tank. The Speed Gear Booster helps you outrun the wind. Rush Jet or Pile Driver can also assist in snagging the Weapon Tank if you're having trouble.

27 As you head under the spiked ceiling, a Sniper Joe falls down the narrow shaft. Be careful not to slide into him.

28 Wait for the Propeller Eye Ts to come to you and then blast them. Climb up the ladder and slide through the passage, holding left so that you don't fall off when you come out the other side. Carefully jump across the platforms, or use Pile Driver. Just be careful that the Pile Driver doesn't hit the far wall; otherwise it will propel Mega Man backward and potentially into the spikes.

29 Two Gabyoalls lead to an elevated Crunch Don. Stun or destroy the second Gabyoall, then safely take out the Crunch Don from a distance before going past two more Gabyoalls on the other side.

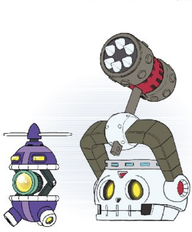
30 Use the Block Dropper or Bounce Ball to quickly clear out the Propeller Eye Ts, and begin working your way up. If you're low on weapon energy (you want your Scramble Thunder to be as close to max as possible), go for the ladder on the right; otherwise go left. Use Rush Coil if you want to avoid as much ice as possible.

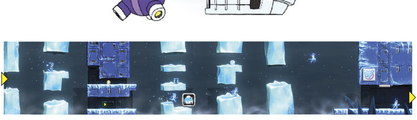
31 If you went right, grab the large weapon capsule and proceed past the Gabyoall by stunning it when it's near the ladder, allowing you to jump over it. Continue past the second Gabyoall.

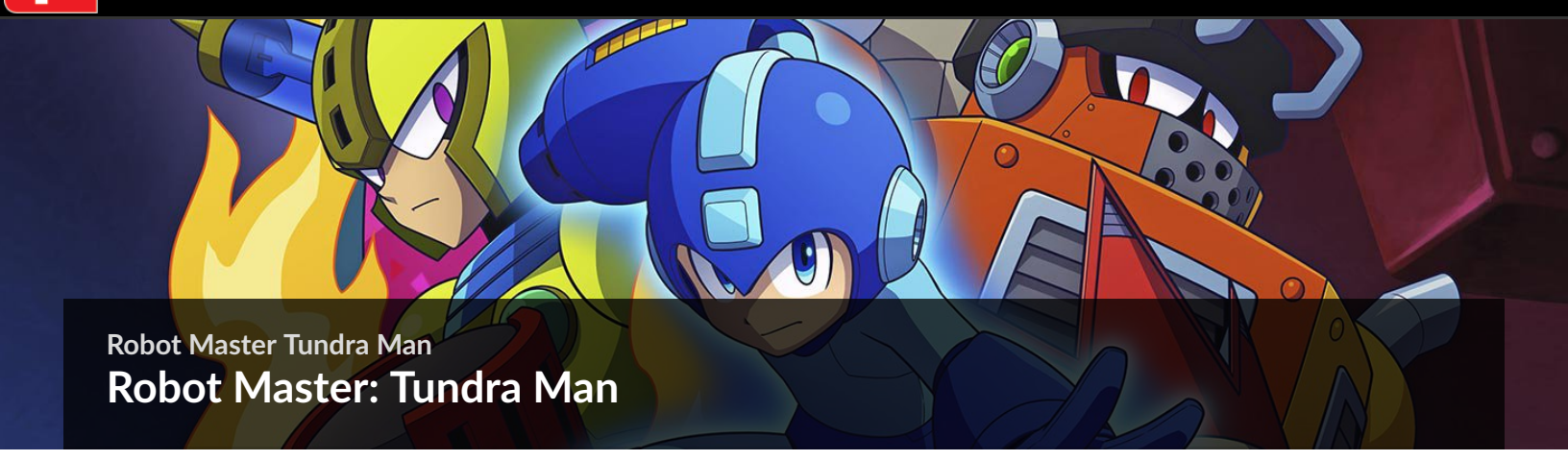
32 You're now in a long horizontal area where the heavy winds will either help or hinder you as you navigate Mega Man through a series of slippery platforms and bottomless pits.

Take out the Snow Robbit and then study the map on this page closely, plotting out your course so you know what to expect. Pay special attention to the Energy Tank and 1UP if you need them, as you must slide through a passage and hold left again to prevent Mega Man from falling off the platform.

If you get in a pinch, the Speed Gear or Pile Driver may be able to save you from missing a jump, but it's good to have a Beat Call (or three) ready, just in case.

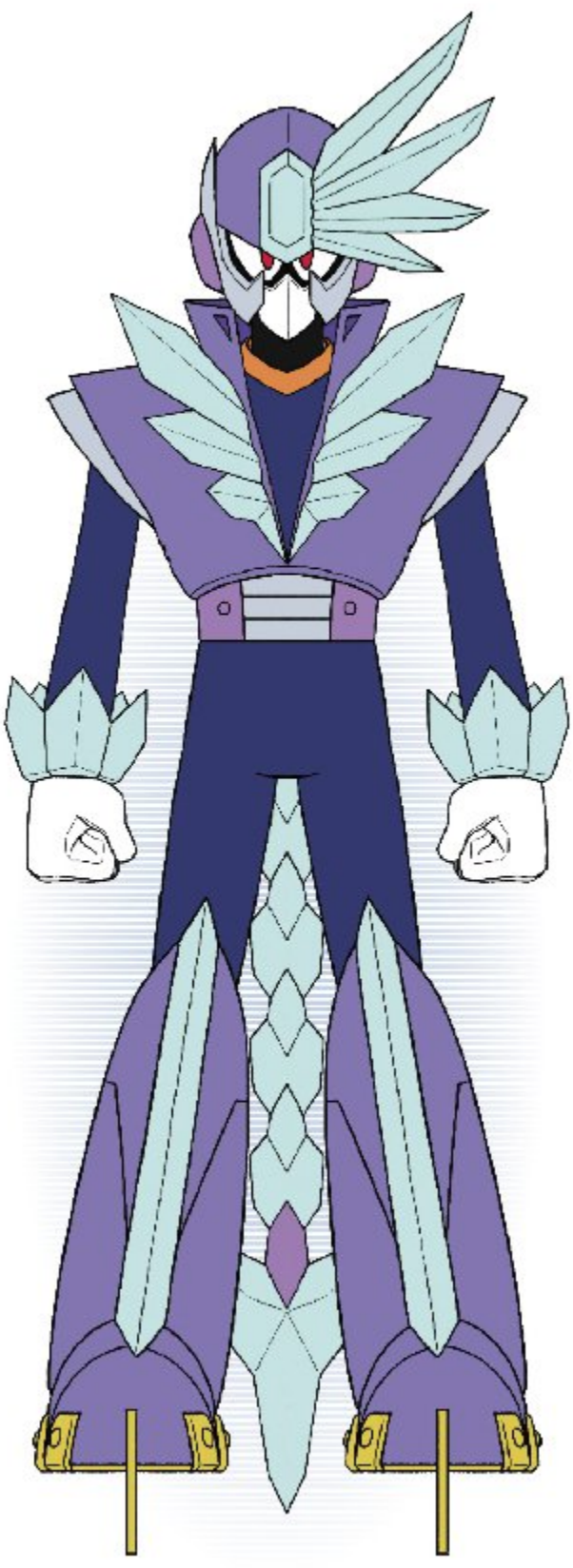




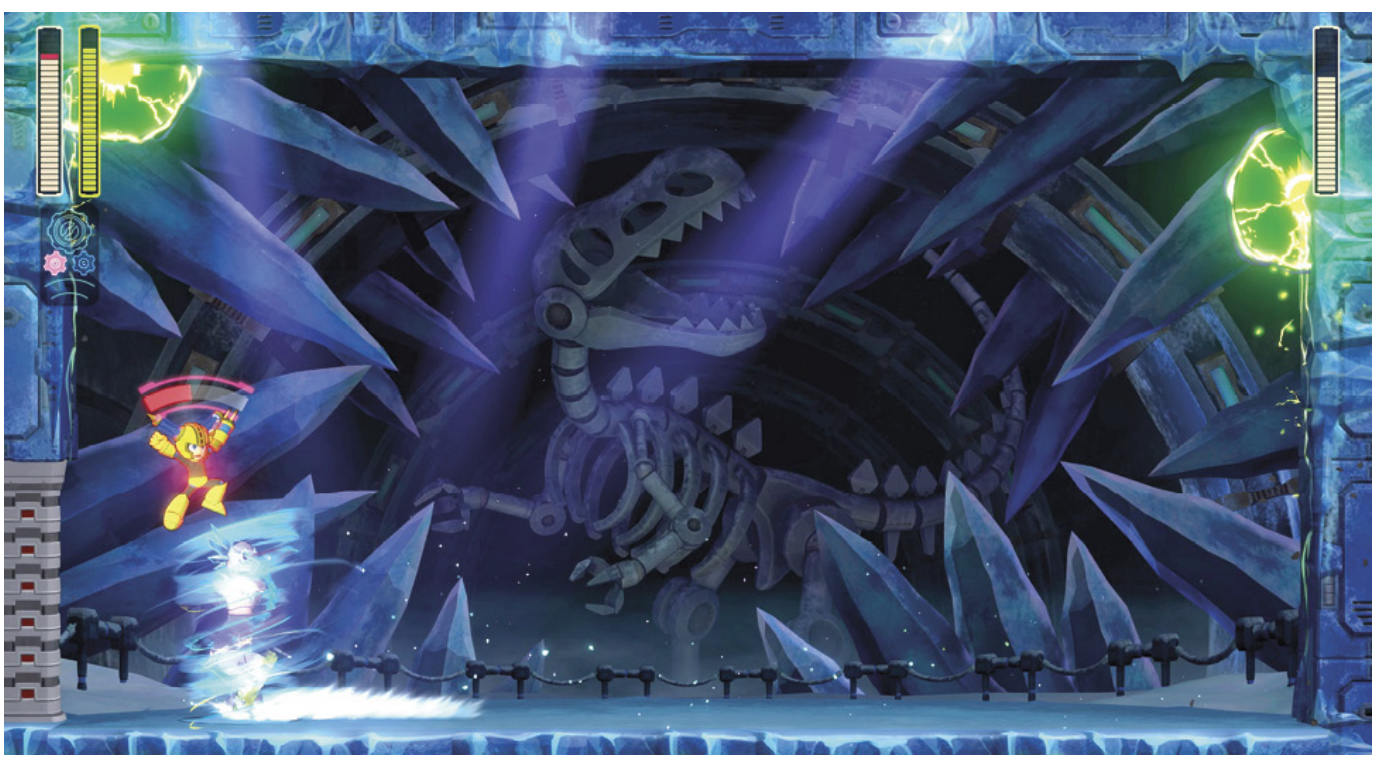


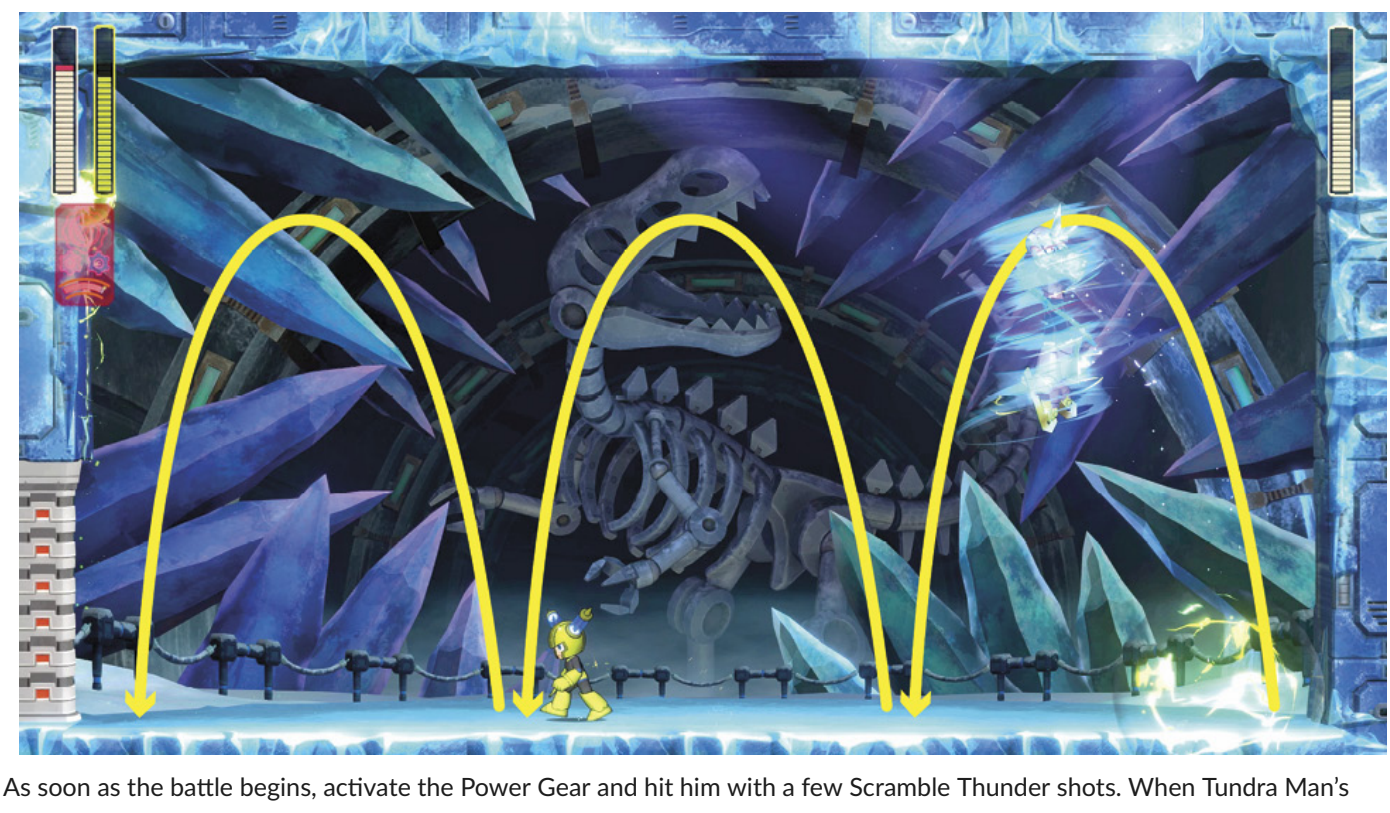
Robot Master Tundra Man

Robot Master: Tundra Man

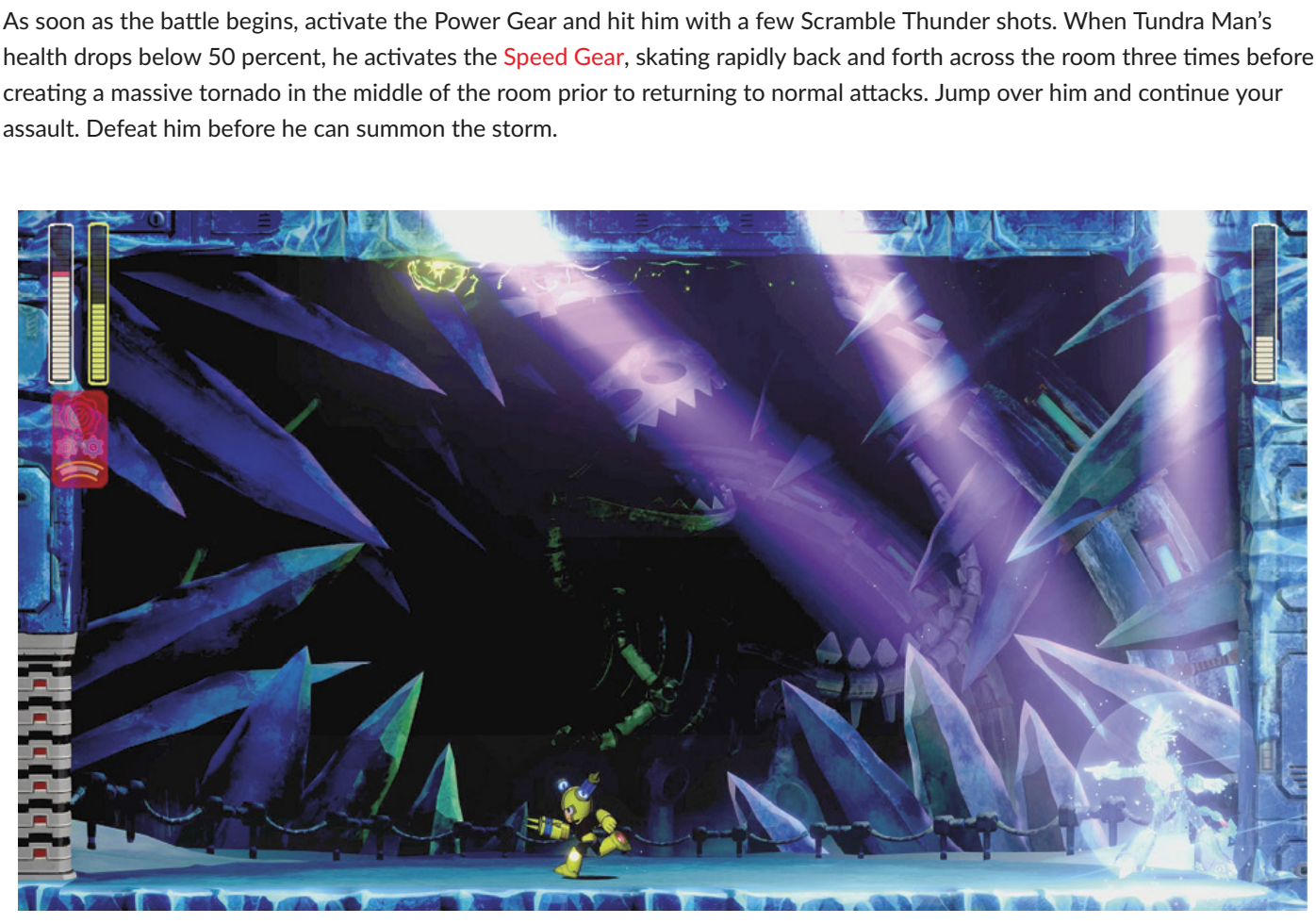


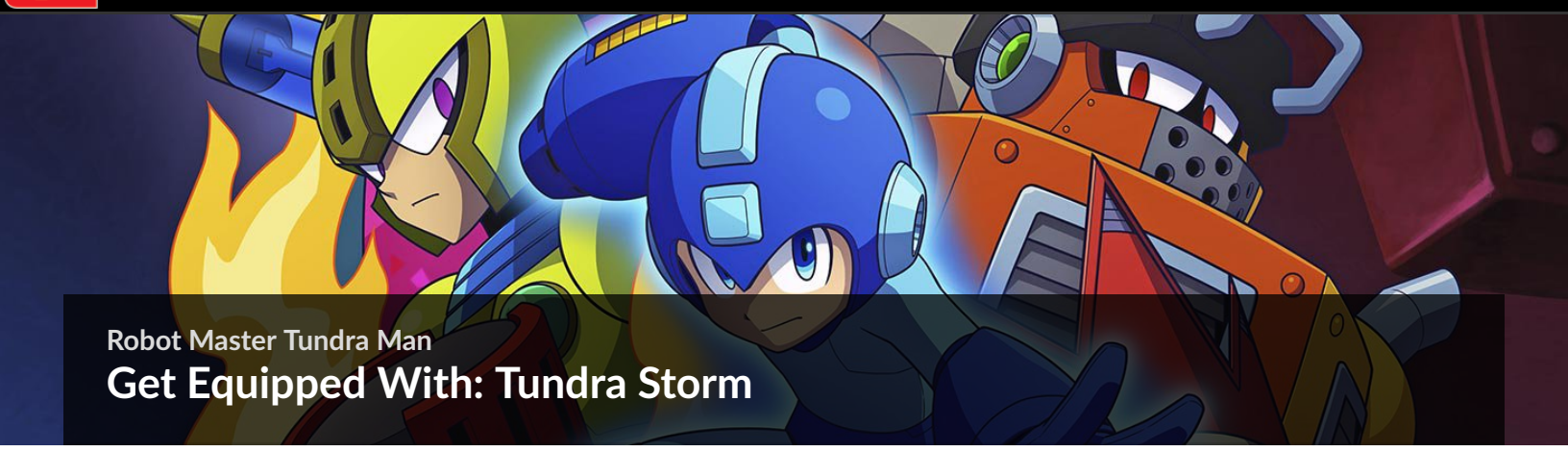
Tundra Man attacks with a series of elegant ice-skating maneuvers. He is invincible to normal attacks while spinning and has several high-flying patterns, though hitting him with a Scramble Thunder shot midair brings him to the ground and stuns him.





As soon as the battle begins, activate the Power Gear and hit him with a few Scramble Thunder shots. When Tundra Man's health drops below 50 percent, he activates the Speed Gear, skating rapidly back and forth across the room three times before creating a massive tornado in the middle of the room prior to returning to normal attacks. Jump over him and continue your assault. Defeat him before he can summon the storm.

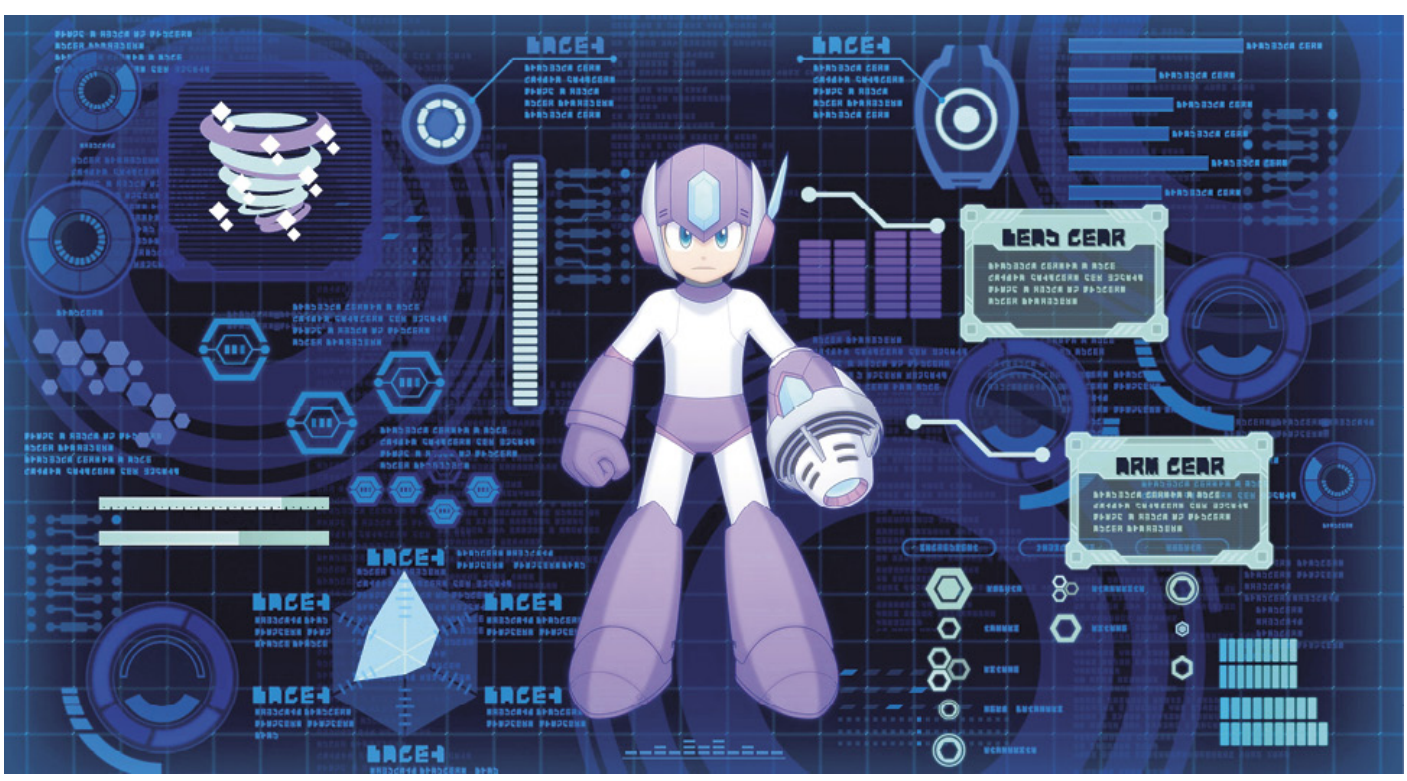




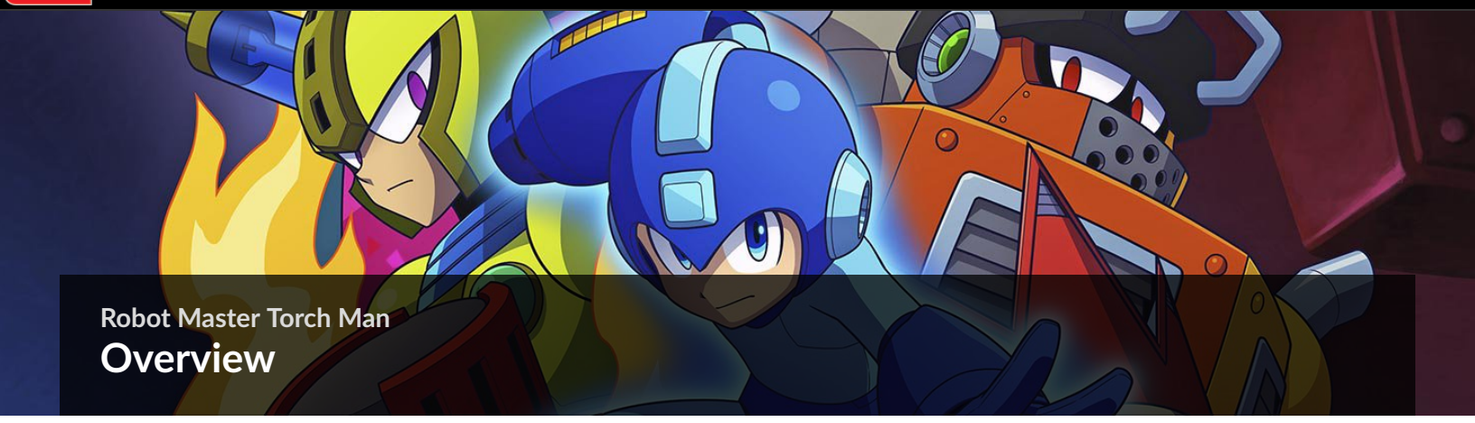
Robot Master Tundra Man

Get Equipped With: Tundra Storm

The Tundra Storm surrounds Mega Man with a subzero blizzard that damages anything it touches. With the Power Gear active, the blizzard covers the entire screen.



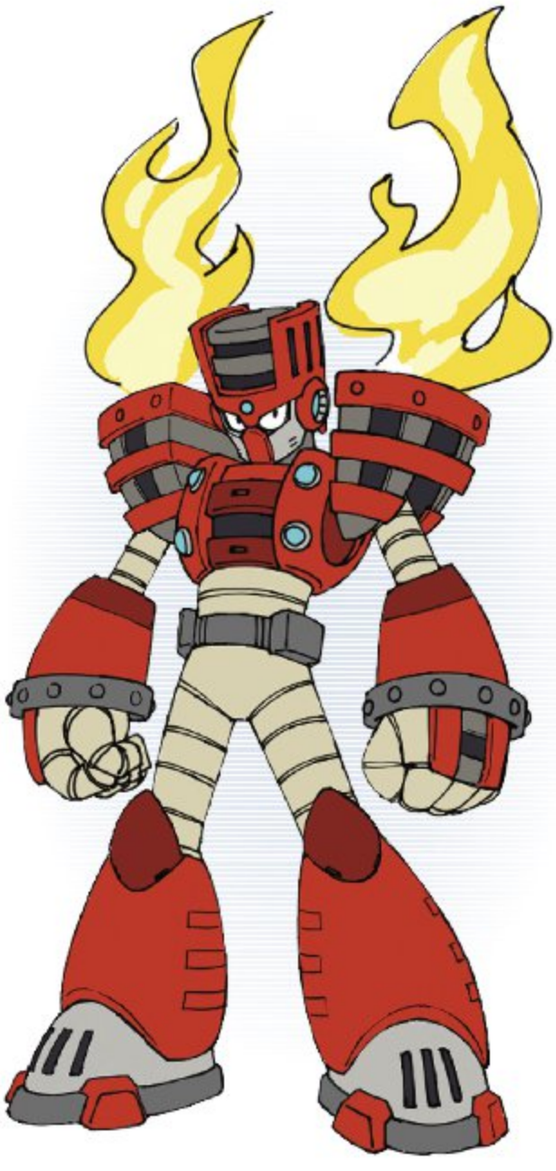
The Tundra Storm is easily one of the most useful Special Weapons alongside the Pile Driver and Block Dropper. The standard shot can reach enemies above or below Mega Man, while the Power Gear version can clear out an entire room and is particularly effective against several mid-bosses.

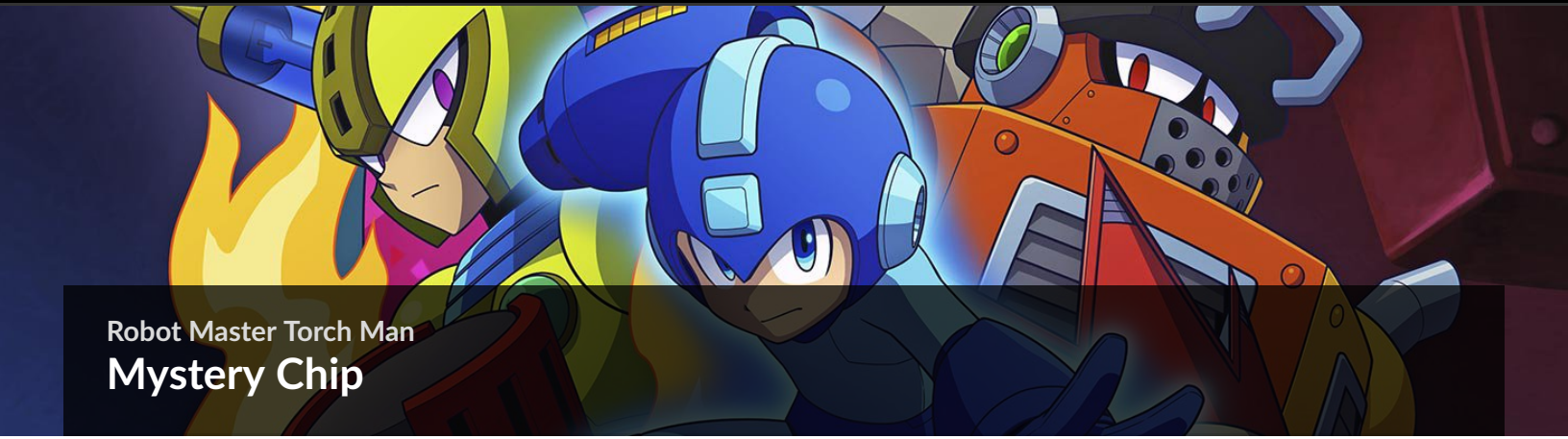


Robot Master Torch Man

Overview

Torch Man's stage is one of the more unique environments in the game. Just beware of the flame walls and ol' Sparkey!





Robot Master Torch Man

Mystery Chip

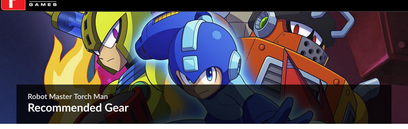
Equip the Mystery Chip and complete Torch Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 6:45—500/Under 6:45—1,000

Casual: Over 5:20—500/Under 5:20—1,000

Normal: Over 5:20—250/Under 5:20—500

superhero: Over 5:20—250/Under 5:20—500



Robot Master Torch Man

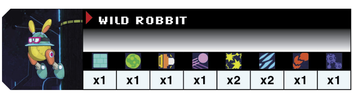
Recommended Gear

The most dangerous aspects of Torch Man's campsite are bottomless pits, for which you have Beat, and flame walls, which you can only hope to outrun using precise platforming and/or the Speed Gear/Speed Gear Booster.

Tundra Storm is used against both the mid-boss and Torch Man, so having a backup Weapon Tank or Capsule Catcher also helps.

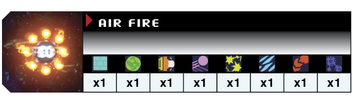
1 Shoot down the tepee. You'll find many of them throughout the stage. Most are empty, but some can release enemies when shot. You can try jumping over them, but they'll deal contact damage if you fall short.

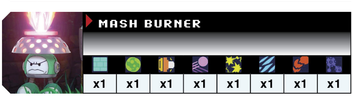
2 A Wild Robbit appears! Dodge and destroy it. It will take more than a single Charge Shot, yet Robbits are weak to the Scramble Thunder, which makes it a great tool for Robbit disposal.



3 Shoot down the tepee here and the one across the gap before jumping to it. A Wild Robbit appears, allowing you to take it out safely from a distance.

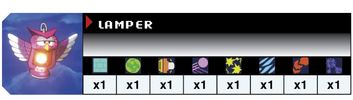
4 Continue forward and you'll see an Air Fire hovering over two Mash Burners. Mash Burners constantly emit a large flame from their tops, but dealing damage to them once, even with a single Mega Buster shot, turns them off, allowing you to use them as a platform.



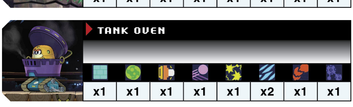


Jump forward, destroying the Air Fire as it materializes midair. Turn off the Mash Burners and proceed ahead.

5 A Lamper appears overhead. Shoot it down before it can drop fire on you. If left alone, a Lamper will follow Mega Man, continuously dropping fire from its lantern.



6 Below is a Wild Robbit and a Tatepakkan hiding in a tepee. Destroy them and proceed; if you're in a rush, the Pile Driver can get you over both of them and on your way.



7 Destroy or avoid the Wild Robbit and proceed across the small platforms. If you're worried about your platforming skills, use Rush Jet. Just make sure you do it high enough to shoot the Lamper and avoid the Tatepakkan halfway through.

8 Once back on solid ground, you encounter a Tank Oven. This heavily armored machine has an explosive carrot-firing robot potato inside. That's not a joke. The Tank Oven moves forward continuously unless being damaged. Shoot it repeatedly to eventually push it into a pit. Rapid attacks work decently for this, but the Pile Driver sends it careening backward a great distance, so use that whenever possible.

By shooting the potato when it reveals itself, you can also destroy the Tank Oven outright.

9 Upon entering this room, a flame wall appears behind you and begins moving forward. Make every second count as you race forward, trying to outrun it.

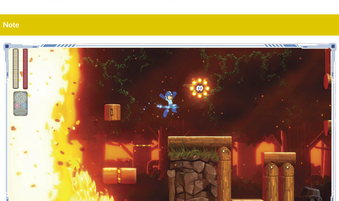
There are Air Fires above, Mash Burners below, and Tatepakkans on the upper platforms. Run through the middle to avoid resistance as much as possible.

Use the Speed Gear Booster to help put some distance between you and the fire, especially if you miss a jump.

Stage Gimmick: Flame Wall

Torch Man's stage has several sequences where Mega Man is chased by a massive wall of fire. The flame wall moves from left to right and does not stop once it starts unless Mega Man can escape the area.

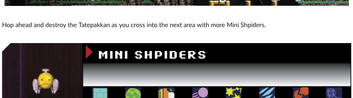
Note



10 As the Mash Burners cross below the floor, they'll heat up individual steps and damage Mega Man if he touches them while they're still hot.

11 Mini Shpiders are jumping around on the ground below, with a Tatepakkan across the way and a Lamper above. You may be tempted to shoot the Lamper, but it is the only light source in this area. Destroying it will make the environment pitch black, making it harder to navigate. If this happens, certain weapons will light up the immediate area around them for a limited time. The Scramble Thunder provides the most light.

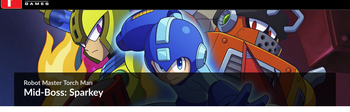
Hop ahead and destroy the Tatepakkan as you cross into the next area with more Mini Shpiders.



12 Another Lamper appears along with two Wild Robbits. Destroy the Robbits or slide underneath them and proceed.

13 The last tepee hides a Wild Robbit.

14 Don't worry—you can destroy this Lamper. Turn off the Mash Burners and use them as steps to get up and over. You can easily jump past the Tatepakkan below.



Robot Master Torch Man

Mid-Boss: Sparkey

HP: 100

Weakness: Acid Barrier x2.5, Tundra Storm x3

If you thought a potato robot in a tank was going to be the weirdest thing in this stage, say hello to Sparkey the Barbecue Turkey.

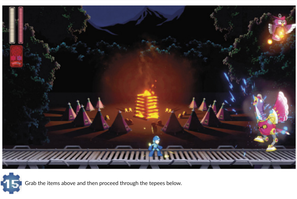
Sparkey starts the match by jumping around and then laying eggs, which hatch into barbecue turkey chicks if not destroyed quickly. The chicks run along the floor attacking Mega Man and can become a nuisance quickly, as Sparkey then transitions to a flaming feather attack. Sparkey can lay two eggs at a time, or three if it's at 71 percent health or less.

When Sparkey is on fire, it is vulnerable only from the front. To extinguish the flames, reduce its health by 30 percent or simply damage it with the Tundra Storm.

In the extinguished state, Sparkey is vulnerable to attacks from all directions and is no longer able to lay eggs or shoot feathers.

Once Sparkey is extinguished, Lampers begin flying overhead and dropping flames on Sparkey, attempting to reignite it. Use Tundra Storm or Block Dropper to keep the Lampers from completing their objective.

End the battle quickly by using the Tundra Storm to extinguish Sparkey and the Acid Barrier to finish it off. If you have lots of weapon energy recovery parts or items, feel free to stick exclusively to Tundra Storm, as it deals more damage (but you'll need it fully loaded for Torch Man).



15 Grab the items above and then proceed through the tepees below.

16 Knock the Tank Oven into the pit and jump across.

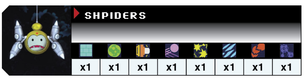
17 Another flame wall pursues Mega Man. Take out the Air Fires and prepare for a much trickier platforming section this time. Generous use of the Speed Gear is encouraged here, especially if you plan to grab the Weapon Tank.

18 Three Shpiders hang on the ceiling while Mash Burners torch the floor panels. Destroying Shpiders in a single shot (such as with the Charge Shot) prevents them from spawning Mini Shpiders.

Achievement/Trophy

Cold Turkey

Prevent Sparkey the Barbecue Turkey from re-lighting. (Excludes Challenge Mode)



19 If you need the Energy Tank, you can either turn off one of the Mash Burners and ride it down into the pit, jumping off at the last moment, or use Pile Driver or Rush Jet to reach it. The same method applies for reaching the ladder on the room's other side.

20 Another darkened area is lit only by Lampers. Proceed through the small platforms and destroy the Tatepakkan quickly to avoid being pelted by the Lampers' fire from above. Use the Tatepakkan's former location to jump across to the grassy platform.

21 Knock the Tank Oven into the pit and continue to the next area, where another Lamper appears.

22 Mini Shpiders cover the ground below as you make your way to the right.

23 Two Wild Robbits and Tatepakkan stand between you and a small ledge in the bottom corner of the room leading onward.

24 This is the final flame wall sequence. Before stepping forward, clear out the tepees and turn off the two Mash Burners at the screen's far end. This saves you time when the running and screaming begins.

25 Two more Mash Burners create a stairway up to an item, though you can also destroy the second to bottom Mash Burner and slide through an alternate route.

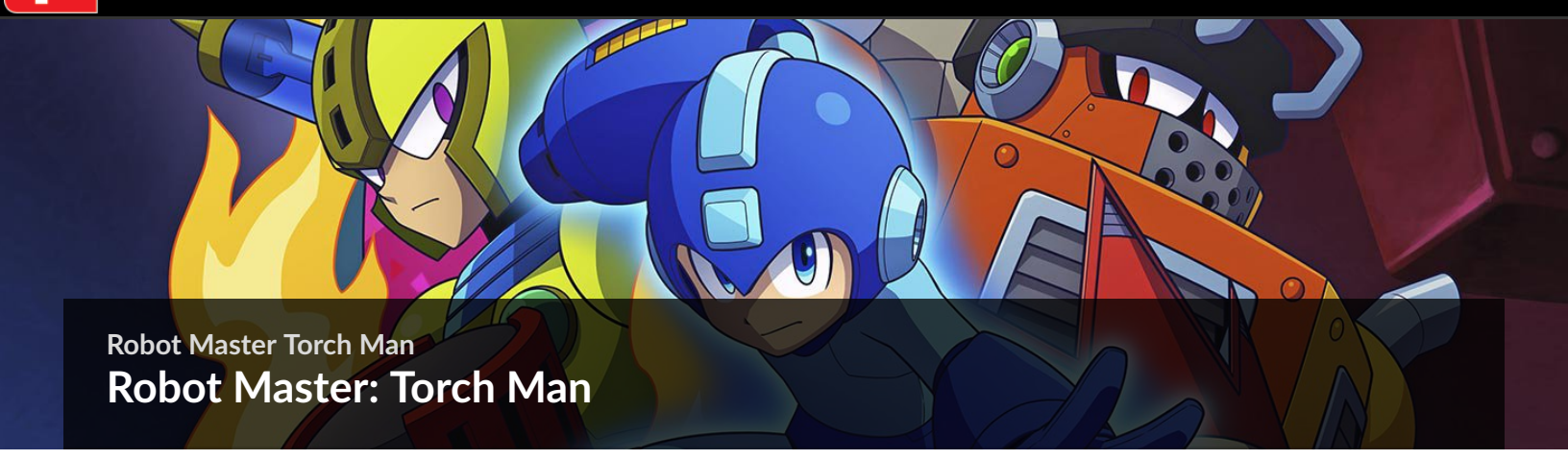
26 Destroy the Air Fire and proceed across the poles. It's very easy to fall between them, so aim your jumps precisely. Make sure you jump from the last pole to the next platform; otherwise you'll need to summon Rush Coil.

27 Don't use Pile Driver on the Tank Oven, as it will knock you backward. Instead, prepare a Charge Shot as you enter the space and push it into the pit. Another Air Fire is just behind it.

28 Because you have to run backward in this narrow area, the Speed Gear Booster is highly recommended.

29 The first and last tepees on the bottom house Tatepakkans, as does the middle top. The others are empty.

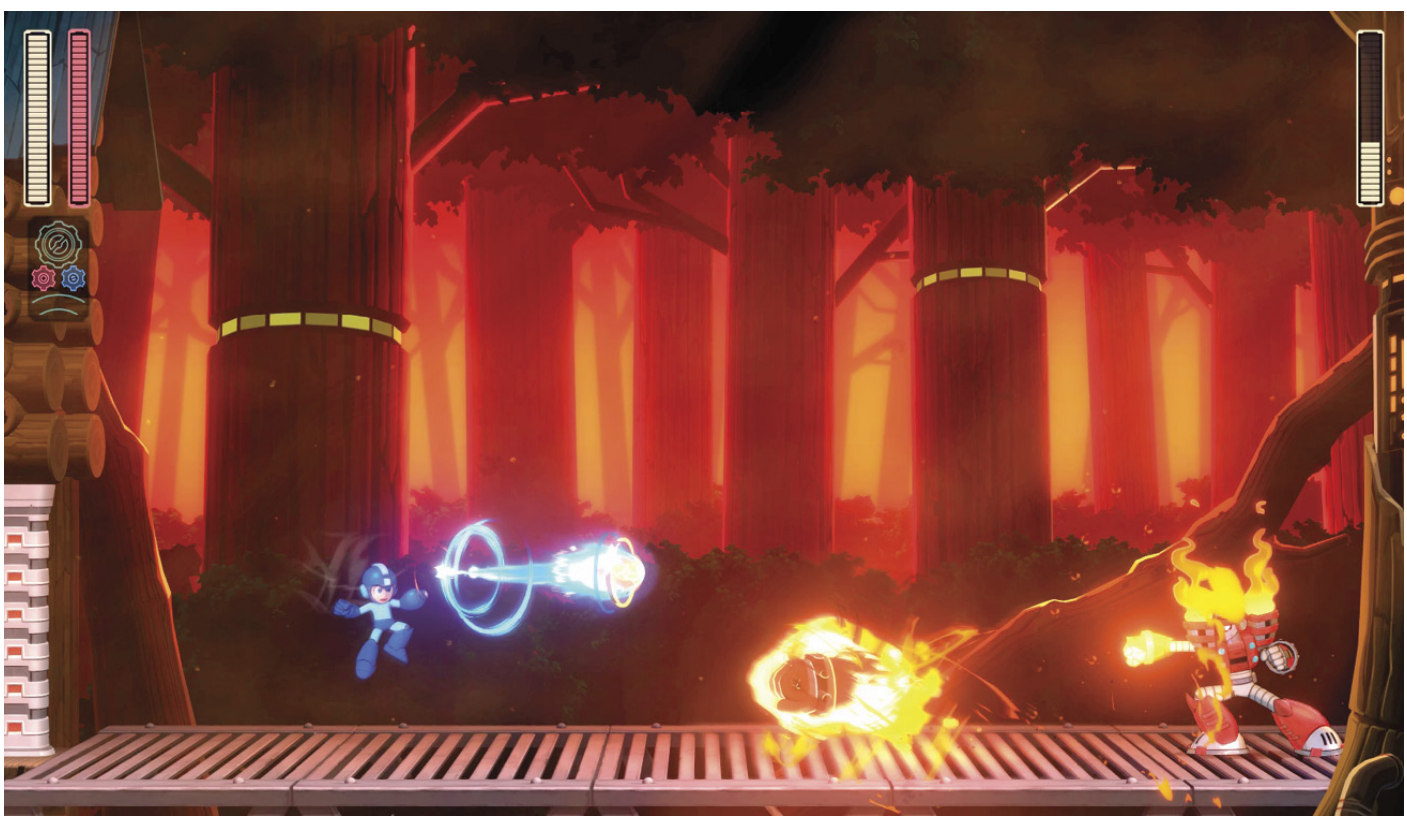
30 One last Air Fire appears as you jump to safety.

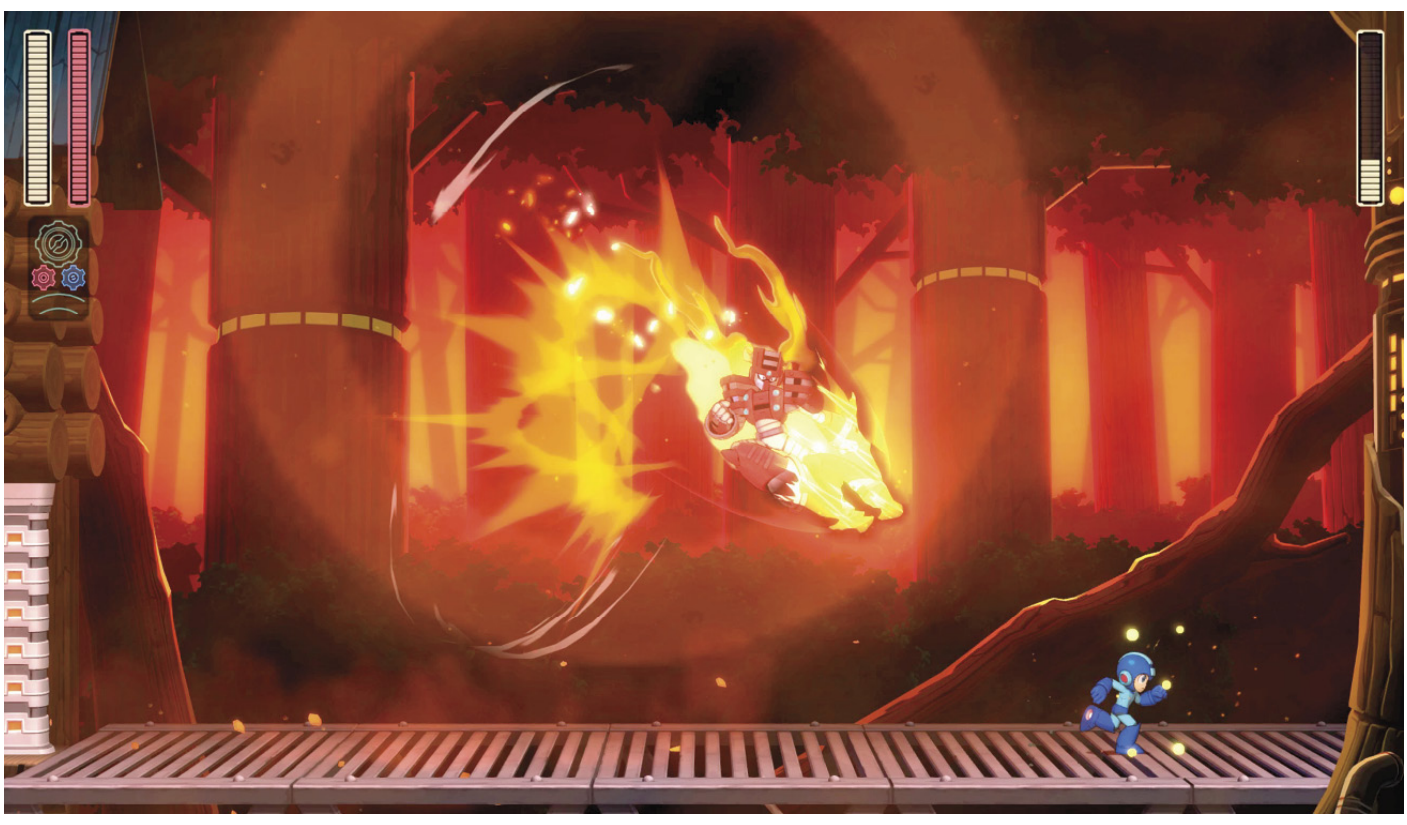


Robot Master Torch Man

Robot Master: Torch Man

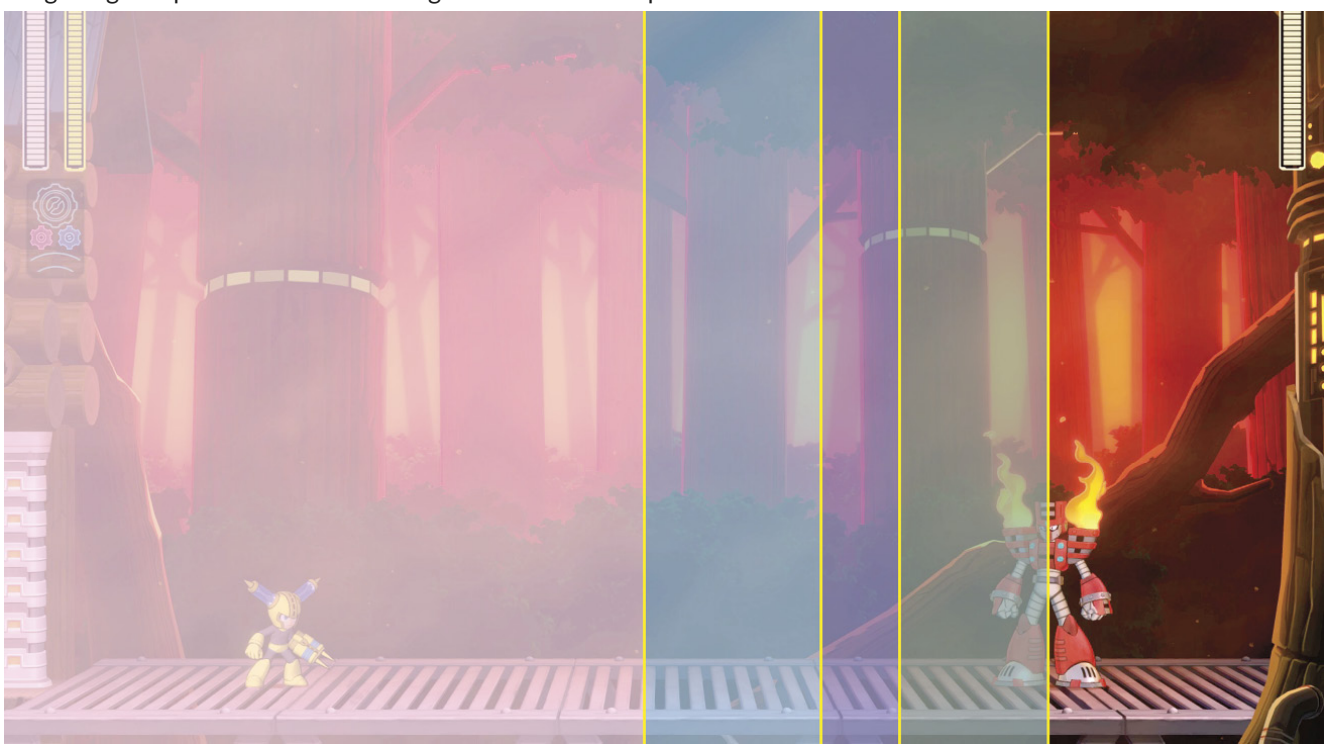
Torch Man is like a really annoying Akuma player who spams Gohadokens and dive kicks, but while on fire.





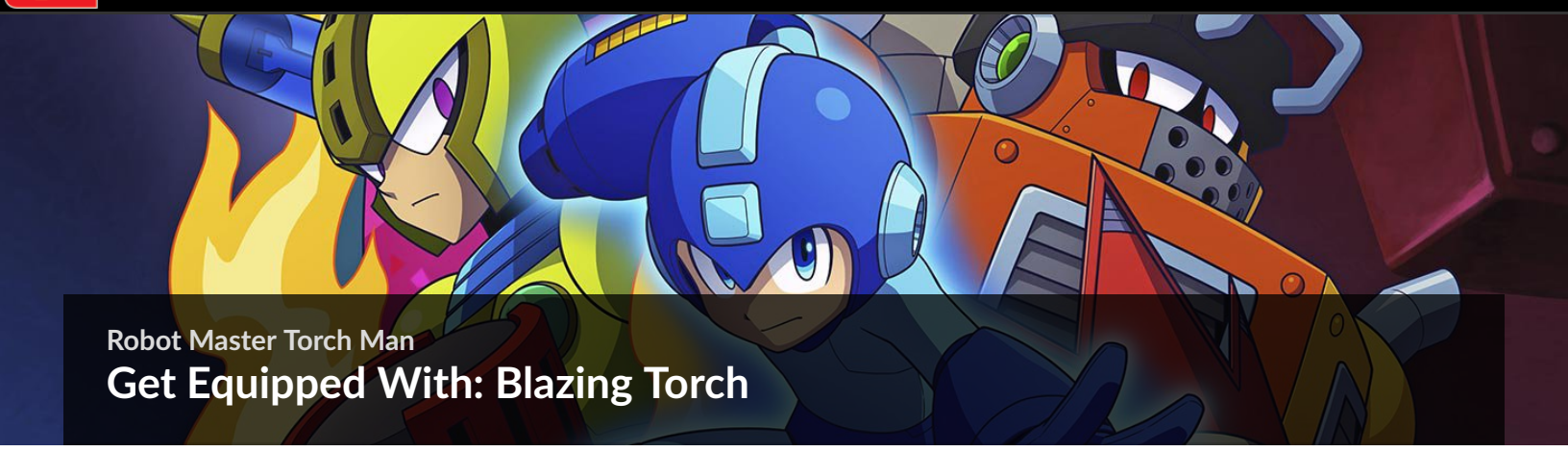
Torch Man's attacks are based on his proximity to Mega Man:

1. Super-Close Range: Torch Man will jump back, away from Mega Man.
2. Close Range: Roundhouse or Dive Kick.
3. Medium Range: Forward Roundhouse Kick or step backward.
4. Long Range: Repeated fireballs or a single fireball and a step forward.



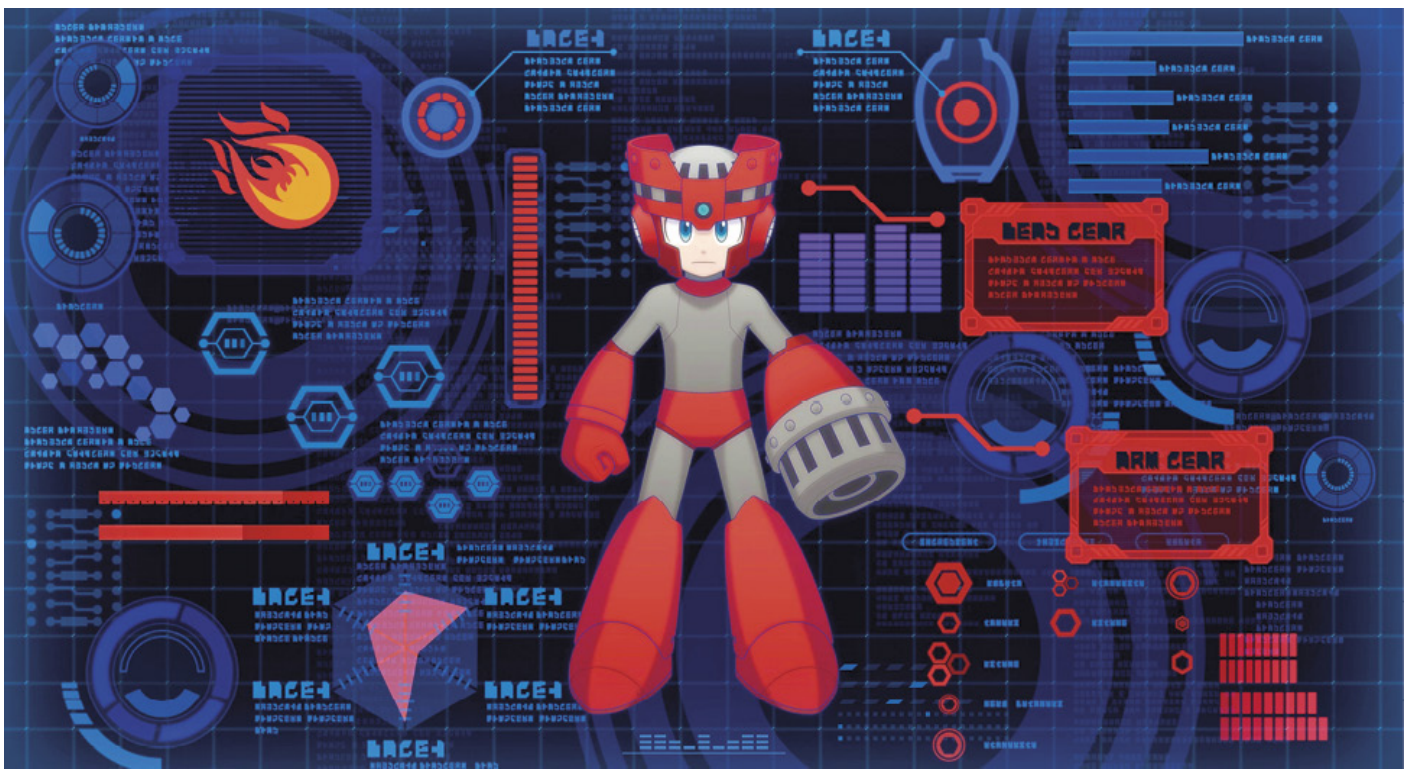
When his health drops below 50 percent, Torch Man activates his Power Gear, jumping to the wall opposite his current position and launching a massive ring of fire at Mega Man. He does this three times before performing an explosive homing attack from above.

Due to his erratic and powerful attacks, you'll want to end this quickly. Hit that Power Gear and summon Tundra Storms repeatedly. Three hits and he'll be toast.



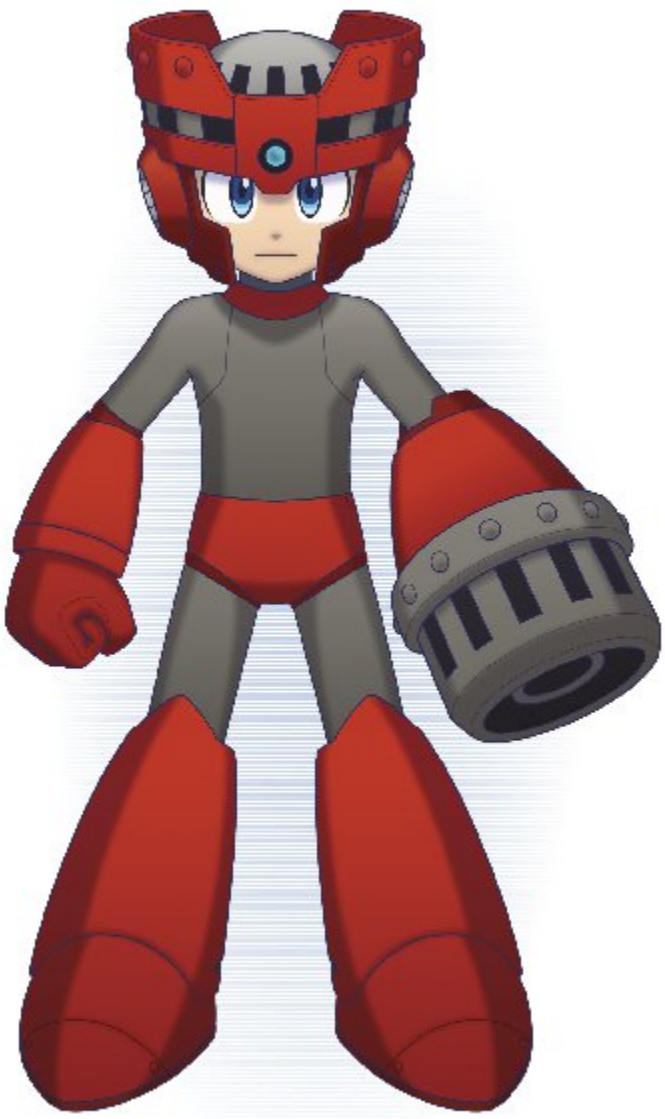
Robot Master Torch Man

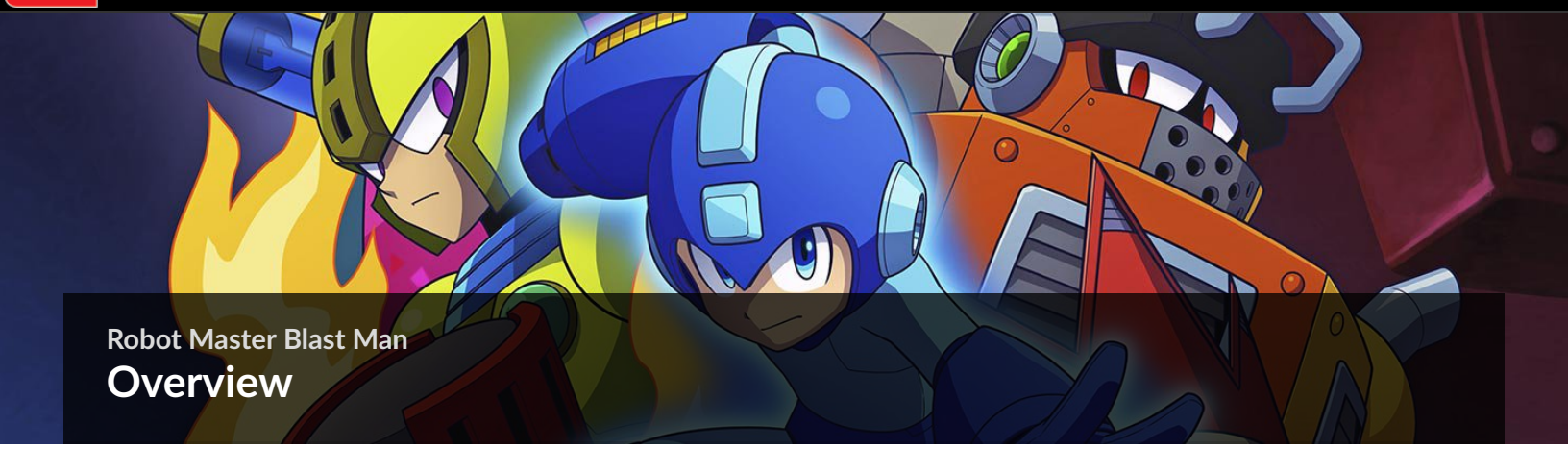
Get Equipped With: Blazing Torch



The Blazing Torch launches a fireball into the air and then it shoots downward at an angle, similar to Torch Man's dive kick.

With the Power Gear, Blazing Torch is larger and creates three fireballs from the initial shot.

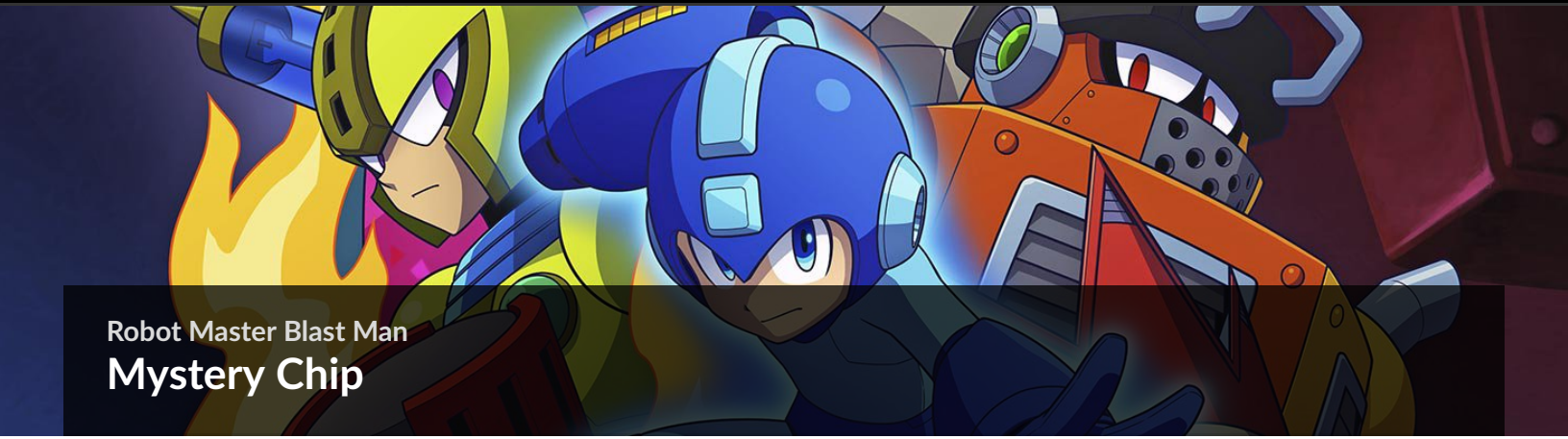




Robot Master Blast Man

Overview

Blast Man's theme park stage is filled with thrilling explosions, enemies that explode, explosions that explode, and, if you look very carefully, you may even see some explosions!



Robot Master Blast Man

Mystery Chip

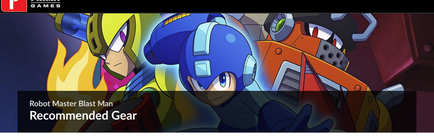
Equip the Mystery Chip and complete Blast Man's stage to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 8:20—500/Under 8:20—1,000

Casual: Over 5:30—500/Under 5:30—1,000

Normal: Over 5:30—250/Under 5:30—500

Superhero: Over 5:30—250/Under 5:30—500

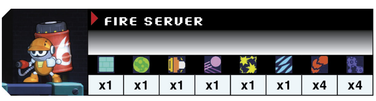


Robot Master Blast Man

Recommended Gear

You'll need to outrun chain reactions of explosions on several occasions, so the Speed Gear Booster can help turn close calls into serene walks in the park. Tundra Storm and Blazing Torch get plenty of use throughout the stage, but you'll pick up a free Weapon Tank along the way, so don't stress about being too trigger happy.

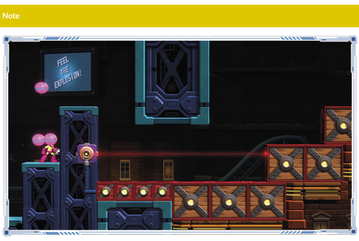
1 A Fire Server is just ahead on an elevated platform. Fire Servers launch fireballs at Mega Man, but these are relatively easy to dodge. They can, however, ignite explosive crates, which are everywhere in Torch Man's stage. When Fire Servers are destroyed, their tank flies upward and then falls in an arc, exploding upon impact. Using Blazing Torch or Chain Blast (which you don't have yet) causes Fire Servers to explode immediately, while Tundra Storm prevents them from exploding at all.



Stage Gimmick: Exploding Crates

Torch Man's stage has numerous sections with exploding crates lined up and ready to go off. Anything that explodes (Shimobeys, Fire Servers, Blazing Torch, etc.) can set them off, as can stepping through a trigger laser.

Note

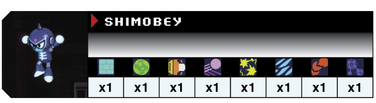


Achievement/Trophy

Explosions? What Explosions?

Avoid all exploding boxes and reach the boss. (Excludes Challenge Mode)

2 Head toward the crates and a Shimobey drops from the top of the screen. You can one-shot Shimobeys with any weapon, including the Mega Buster; this makes them rebound backward and explode upon contact with anything, including other enemies. Like Fire Servers, Shimobeys can be instantly detonated with Blazing Torch or Chain Blast or nullified by Tundra Storm. Shimobeys typically respawn endlessly.



Use the Mega Buster to knock the Shimobey into the crates, clearing the way.

3 When Mega Man passes through the red laser, it triggers a chain reaction explosion, starting with the four smaller crates.

Proceed quickly and use the Speed Gear if needed.

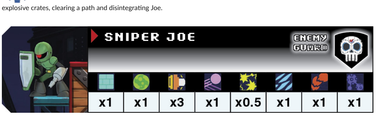
4 A Fire Server awaits above. Take him out and you'll come upon a Fire Server on a stack of explosive crates and a Shimobey jumping toward you. Shoot the Shimobey into the creates and watch the ensuing destruction.

5 More Shimobeys appear. Grab the items below if you need them and escape the room.

6 Reach the 1UP by using Rush Jet or by activating the Speed Gear Booster, running across the room as the lasers trigger explosions, and quickly using Rush Coil. Additionally, use Pile Driver to get from the left side of the room to as far right as possible before triggering the explosions.

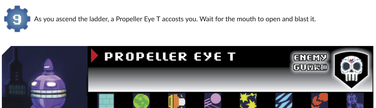
Head down when ready.

7 A Sniper Joe guards the way forward. However, if you stand just beneath him, the Fire Server above sets off the explosive crates, clearing a path and disintegrating Joe.

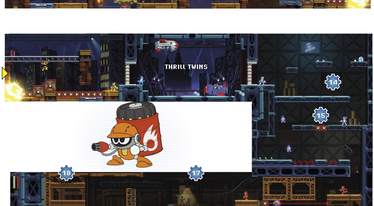


8 A Sniper Armor D guards the lower level. You can avoid him by destroying the Fire Server and going high, or fight him head-on. Sniper Armor Ds are weak to Scramble Thunder. You can also shoot the Sniper Joe piloting the mech directly, taking him out that way and collecting the Catch 'Em Off Guard trophy/achievement.

9 As you ascend the ladder, a Propeller Eye T accosts you. Wait for the mouth to open and blast it.



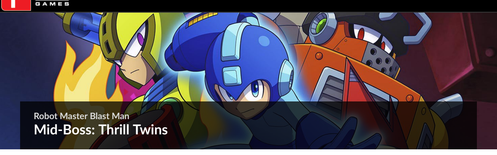
10 As you drop down, use Pile Drive to avoid the trigger laser. If you want the item at the end of the room, set off the crates with Blazing Torch, or trigger the laser and stand atop the van until the explosion launches it into the air.



11 Shimobeys drop down and attack. Take them out and proceed past the van. Don't stand on it or the explosion pushes you into the spikes above.

12 You'll now have to deal with Shimobeys, Fire Servers, and a Propeller Eye T. Consider a blast of Tundra Storm to take them all out quickly.

13 Instead of jumping down, take out the two large explosive crates on the upper level and jump across to find a 1UP and safe passage to the mid-boss.



Robot Master Blast Man

Mid-Boss: Thrill Twins

HP: 40 (each)

Weakness: Scramble Thunder x2, Tundra Storm x1.5, Chain Blast x4

The Thrill Twins are two roller-coaster rockets filled with Shimobeys. They ride around an oval rail, dropping Shimobeys and slamming into each other or Mega Man if he's not careful.

While the Thrill Twins are weak to multiple special weapons, it's best to use the Power Gear–boosted Tundra Storm to (1) hit both rockets no matter where they are, and (2) destroy any Shimobeys running or falling toward Mega Man.

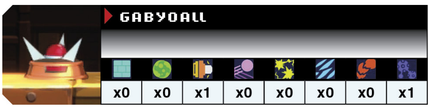
Three pumps of the Tundra Storm button and this ride is over.

14 Grab the items and drop down the opening to the bottom left.

15 Take out the Propeller Eye Ts. If you don't need the Screws, you can destroy the two explosive crates with Blazing Torch and take a shortcut down, skipping the pit with the four spikes.

16 Drop down and slide under the top explosions as they go past you.

17 A Gabyoall patrols below several crates, while a Fire Server blocks the way forward. Use Tundra Storm if you have any juice left to prevent the Fire Server from blowing up the crates as you move forward. Otherwise, just act fast and get clear of the crates before they go off.



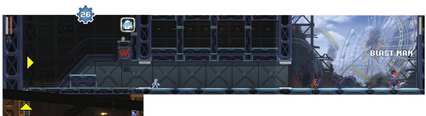
18 Use Scramble Thunder on the Sniper Armor D and head down the hole.

19 Another Tundra Storm opportunity! Otherwise bait the Fire Server below you to blow up the crates, then drop down and use Pile Driver to fly left over the Fire Server's head and into the next area.

20 As soon as you land, slide to the right and then immediately jump up and onto the ladder on the left. The explosions create a massive pit, so if you miss your opportunity, you'll die (or need a Beat Call).

21 Use the Block Dropper to destroy the Sniper Joe before tripping the laser.

22 Run under the Fire Server and take out the Shimobeys as you work your way up.



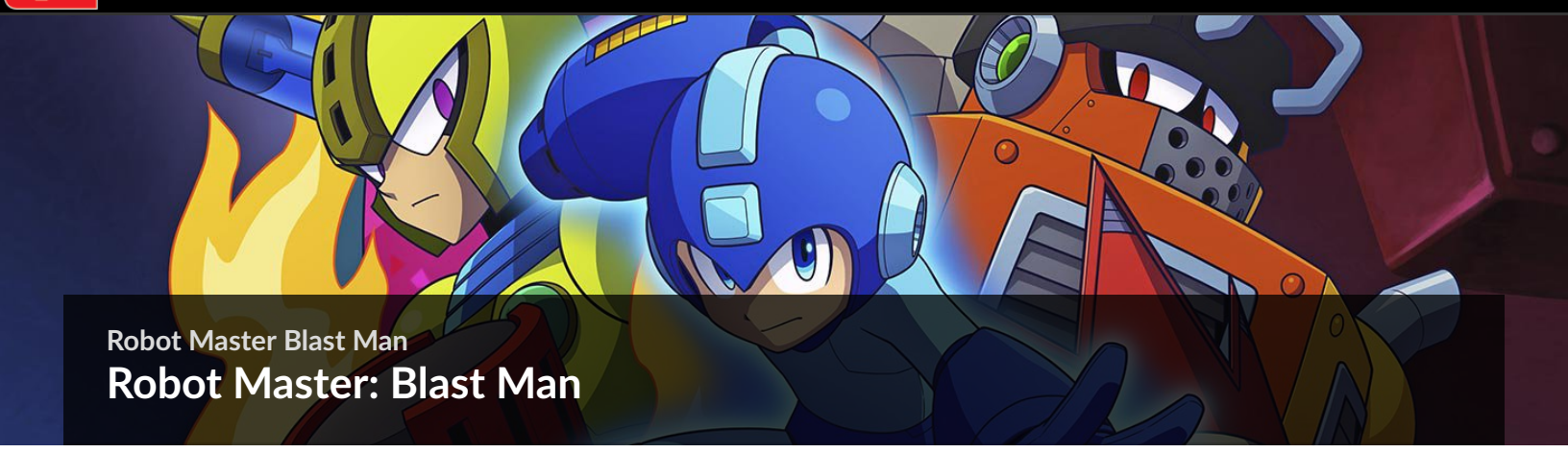
23 Quickly hop across, as the Fire Servers ahead can trigger the crates near you.

24 Yet another Sniper Armor D. Send Scramble Thunder bolts his way and proceed when the coast is clear. Shimobeys arrive when you jump down from the upper level.

25 Destroy the Propeller Eye T before crossing the laser. As soon as you set off the chain reaction, don't stop running and jumping until you've reached the top. Use the Speed Gear if you'd like.

Use Rush Coil to grab the Energy Tank on the second level before the crates are triggered.

26 Shimobeys attack and spawn endlessly here, so if you have the Catcher parts and need energy pellets or weapon capsules, farm some now. The Blazing Torch's energy should be as close to full as possible before entering Blast Man's room.



Robot Master Blast Man

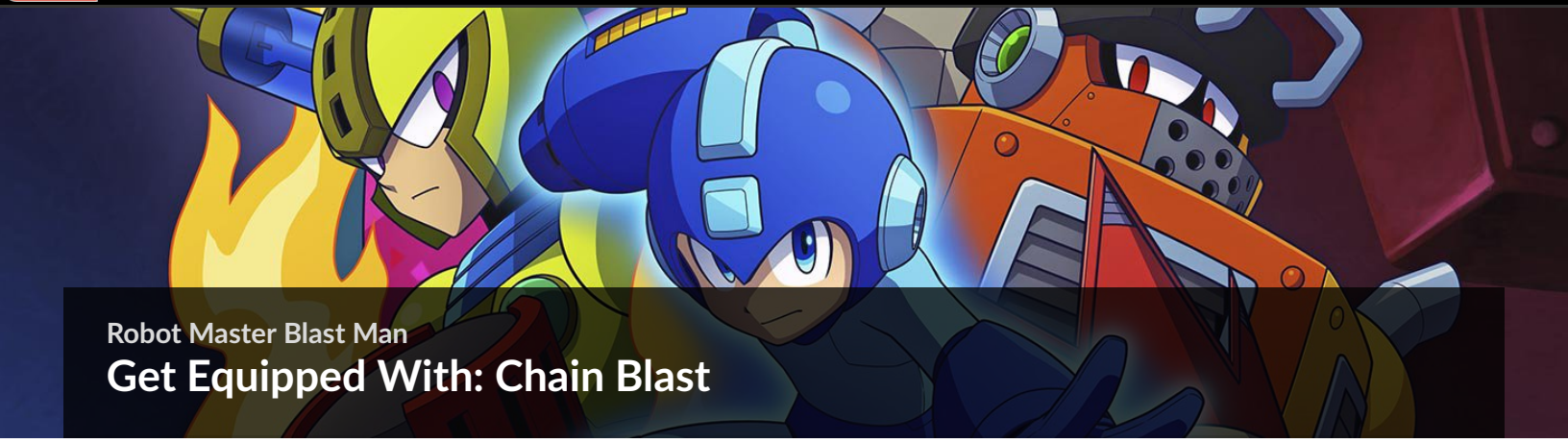
Robot Master: Blast Man

Blast Man aggressively tries to control the battlefield using bombs. He throws five at a time that explode on contact. After several rounds of this, he begins throwing homing bombs if he has received 33 percent damage to his total health.

When Blast Man's health reaches below 33 percent, he activates his Power Gear, changing the number of thrown bombs from five to three but drastically increasing their size.

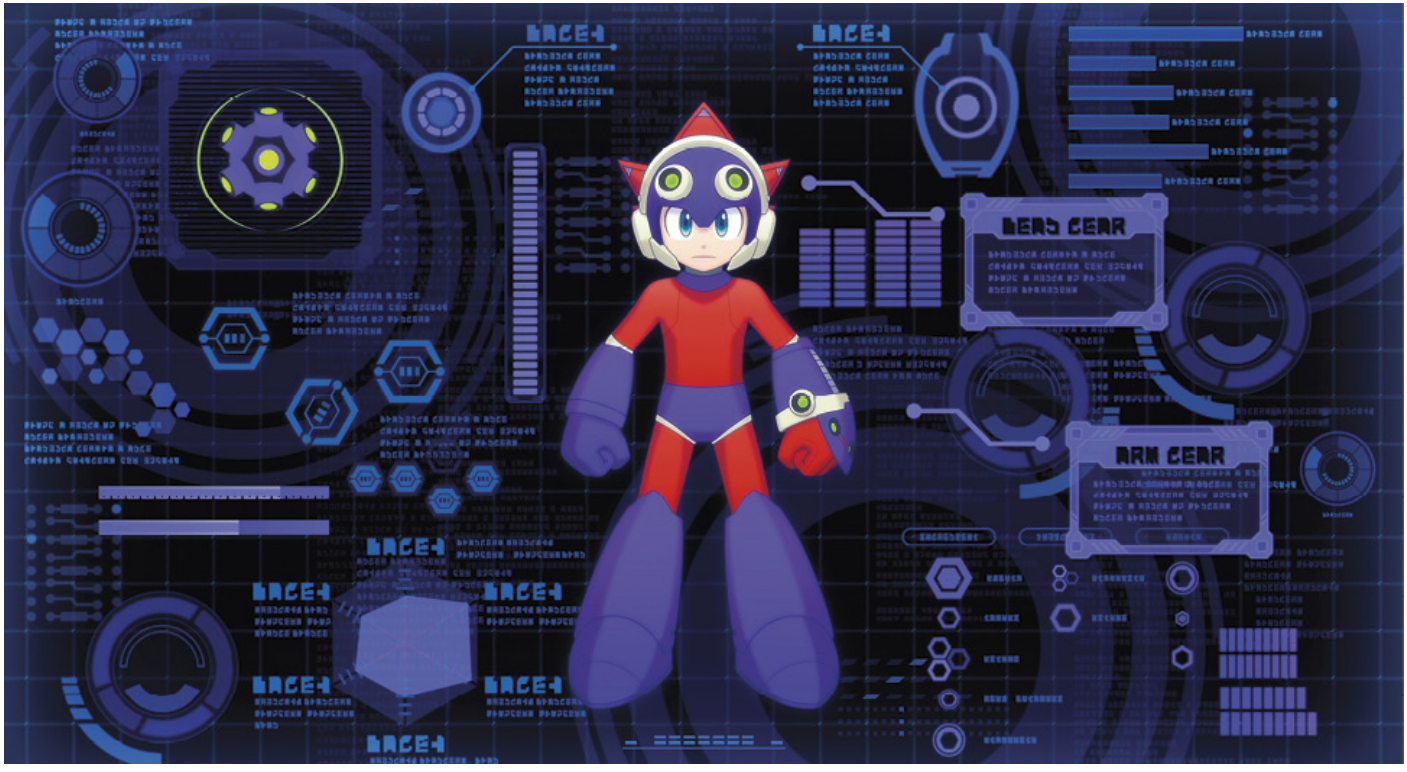
The trick to safely and quickly destroying Blast Man is using the Blazing Torch's arcing effect to destroy bombs as Blast Man throws them and to damage Blast Man himself in a single shot. It's best to do this either very close or in mid-air, as Blast Man moves quickly and jumps a lot. The Power Gear doesn't increase Blazing Torch's damage against Blast Man, though it may make it easier to hit him.

Don't forget to walk away without looking at Blast Man as he explodes behind you.



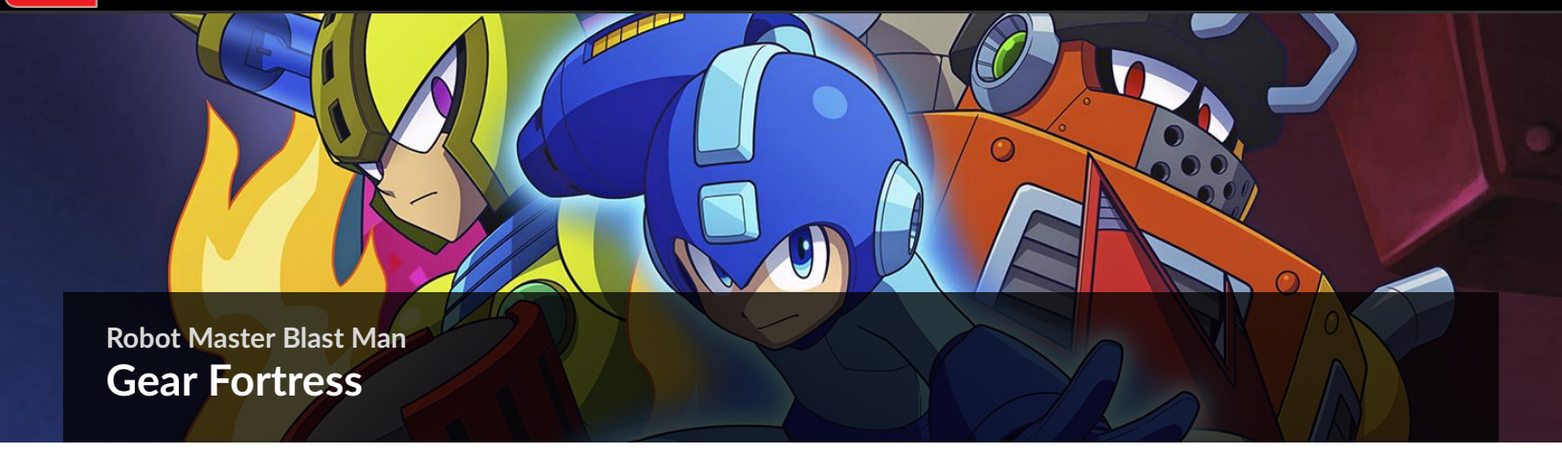
Robot Master Blast Man

Get Equipped With: Chain Blast



The Chain Blast sends out a sticky bomb that attaches to anything it comes within proximity to and then explodes after a short interval. Up to four bombs can be linked together at a time for a bigger explosion, hence the name Chain Blast. The sticky bombs can also be manually detonated.

The Power Gear makes the bombs massive and makes them explode on contact for increased damage.



Robot Master Blast Man

Gear Fortress

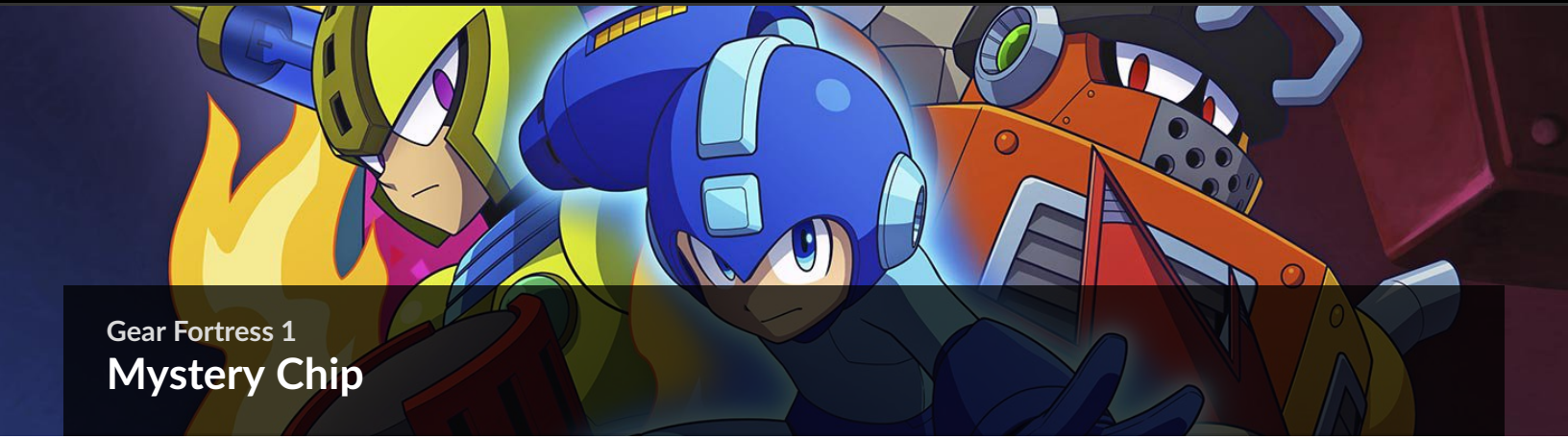
Once you defeat all eight Robot Masters, Dr. Wily appears in the Wily Capsule and flies into the Gear Fortress, where the final four stages await.

Like with the Wily Castles from previous games, the Gear Fortress has its own map screen, but by selecting the Mega Man box in the bottom left corner you can return to the normal Stage Select if you want to replay any of the original eight stages. You can also visit Dr. Light's Lab at any time, or return to the Gear Fortress by selecting the Dr. Wily logo that now appears in the Stage Select screen.

Gear Fortress 1

Overview

No more Robot Masters—you're in the big leagues now! Note that the amounts the Mystery Chip rewards have been doubled compared to the Robot Master stages.



Gear Fortress 1

Mystery Chip

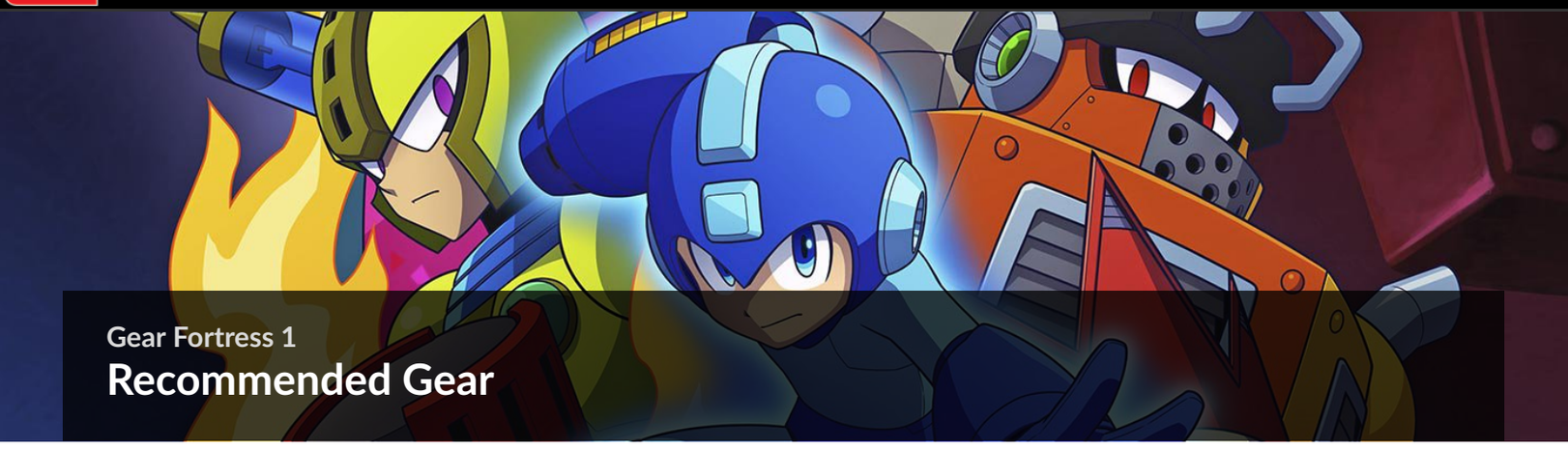
Equip the Mystery Chip and complete Gear Fortress 1 to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 8:00—700/Under 8:00—1,400

Casual: Over 5:20—700/Under 5:20—1,400

Normal: Over 5:20—350/Under 5:20—700

superhero: Over 5:20—350/Under 5:20—700



Gear Fortress 1

Recommended Gear

The Gear Fortress amps up the difficulty of both combat and platforming, so you'll want to have every toy from Dr. Light's Lab at your disposal. Most importantly—and please, brace yourself—is the Speed Gear Booster. Even if you made due without it up to now, the platforming gimmicks of Gear Fortress 1 are particularly trying, made ever so perilous with copious amounts of bottomless pits, so Speed Gear Booster and maxed Beat Calls will help substantially. As always, recovery items and a full supply of lives are runner-ups in terms of importance.

Achievement/Trophy

Stop, Drop, and Roll

Destroy all Wall Blasters, Missile Cones, and Air Nuts once and reach the boss. (Excludes Challenge Mode)

The stage wastes no time in introducing you to your new worst enemy: gear bolts. You'll have to use these spinning bolts as platforms throughout the stage. First it will be over solid ground, adding more and more enemies into the mix until eventually you're jumping across nothing but bolts spinning in opposite directions across a massive chasm with tons of enemies and projectiles all trying to kill you at the same time.

After gulping in an exaggerated fashion, collect yourself and jump up the two bolts.

Stage Gimmick: Gear Bolts

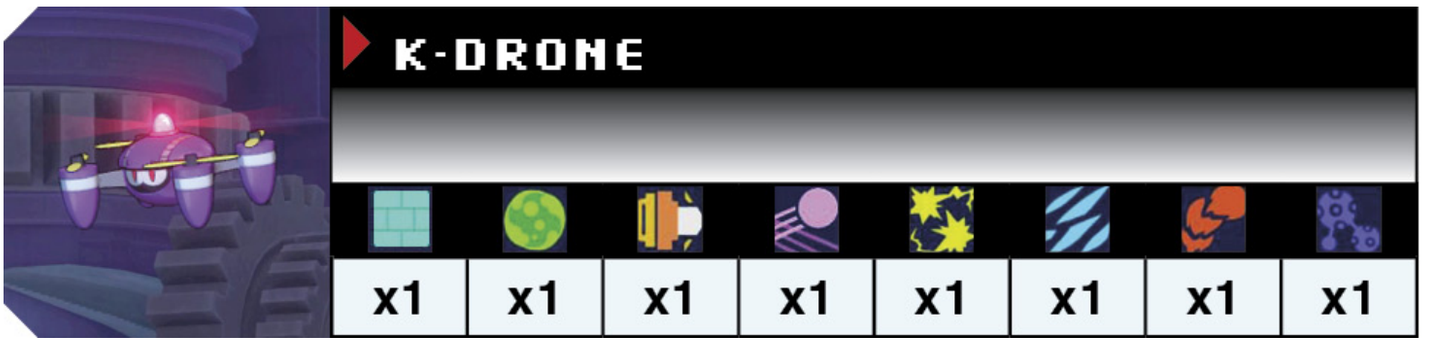
It may be the Gear Fortress, but it's the bolts that hold the gears in place that you'll have the most trouble with. The yellow ones spin constantly in either direction, while the red ones don't move but will fall shortly after being landed on.

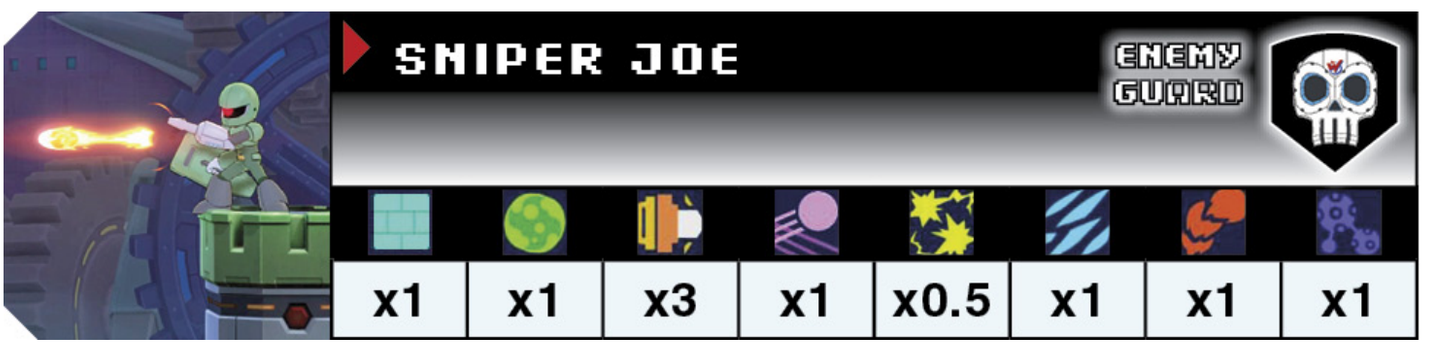
Achievement/Trophy

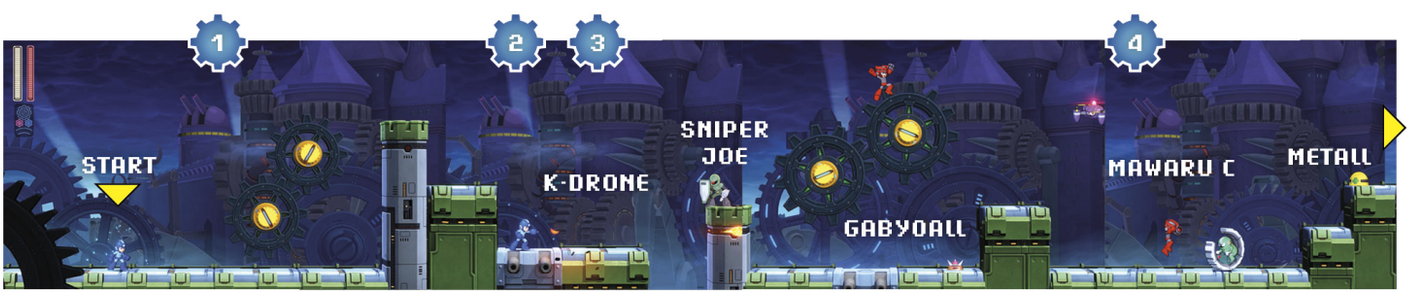
Unstoppable

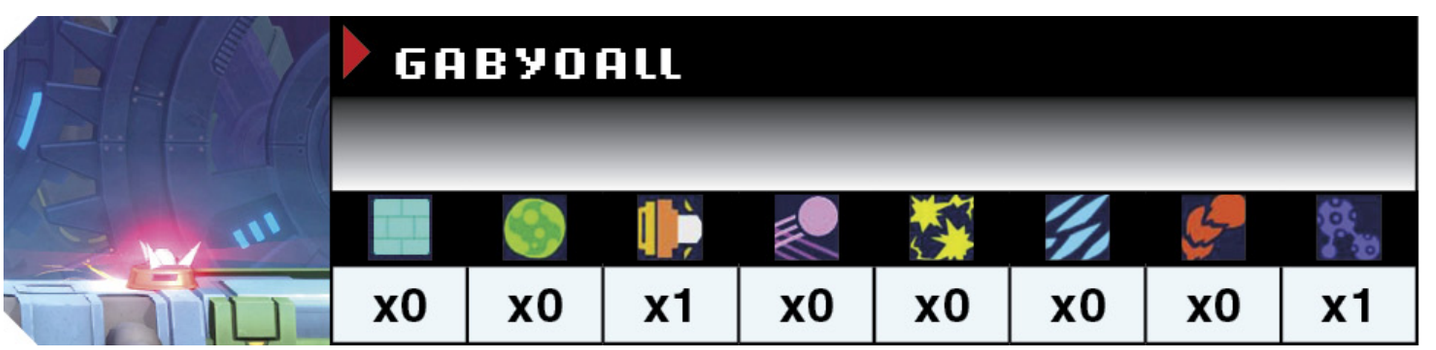
Destroy all foes in Skull Roller area and reach the boss. (Excludes Challenge Mode)

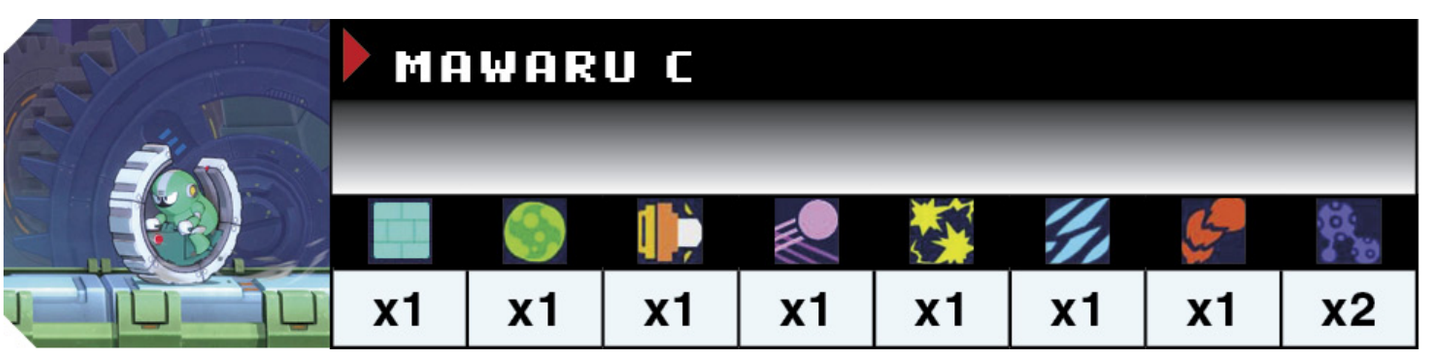
2 K-Drones move in from the right while a Sniper Joe guards the way forward. You need the Chain Blast for the boss, so save that unless you've got plenty of weapon energy recovery methods. The Tundra Storm, Pile Driver, and Block Dropper are especially useful in the more dangerous and congested areas of the stage. Other than that, feel free to use all of your special weapons as you see fit.











3 A Gabyoall is patrolling the area below. Jump across the yellow bolts and prepare to take out another K-Drone.

4 A Mawaru C rolls toward you, while a Metall and Missile Cone wait at the top of the platforms ahead. Show your old buddies all the cool new tricks you've learned.

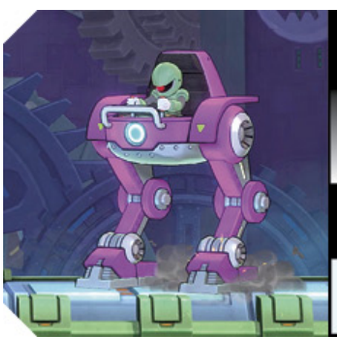
METALL

ENEMY GUARD

x1	x1	x1	x1	x1	x1	x1	x1

MISSILE CONE

x1	x1	x1	x1	x1	x1	x1	x1

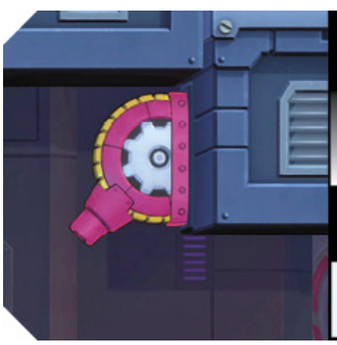


SNIPER ARMOR D

x1	x1	x1	x1	x3	x1	x1	x1

AIR NUT

x1	x1	x1	x1	x1	x1	x1	x1



WALL BLASTER

x1	x1	x1	x3	x1	x1	x1	x1

5 And last but not least, a Sniper Armor D blocks the way.

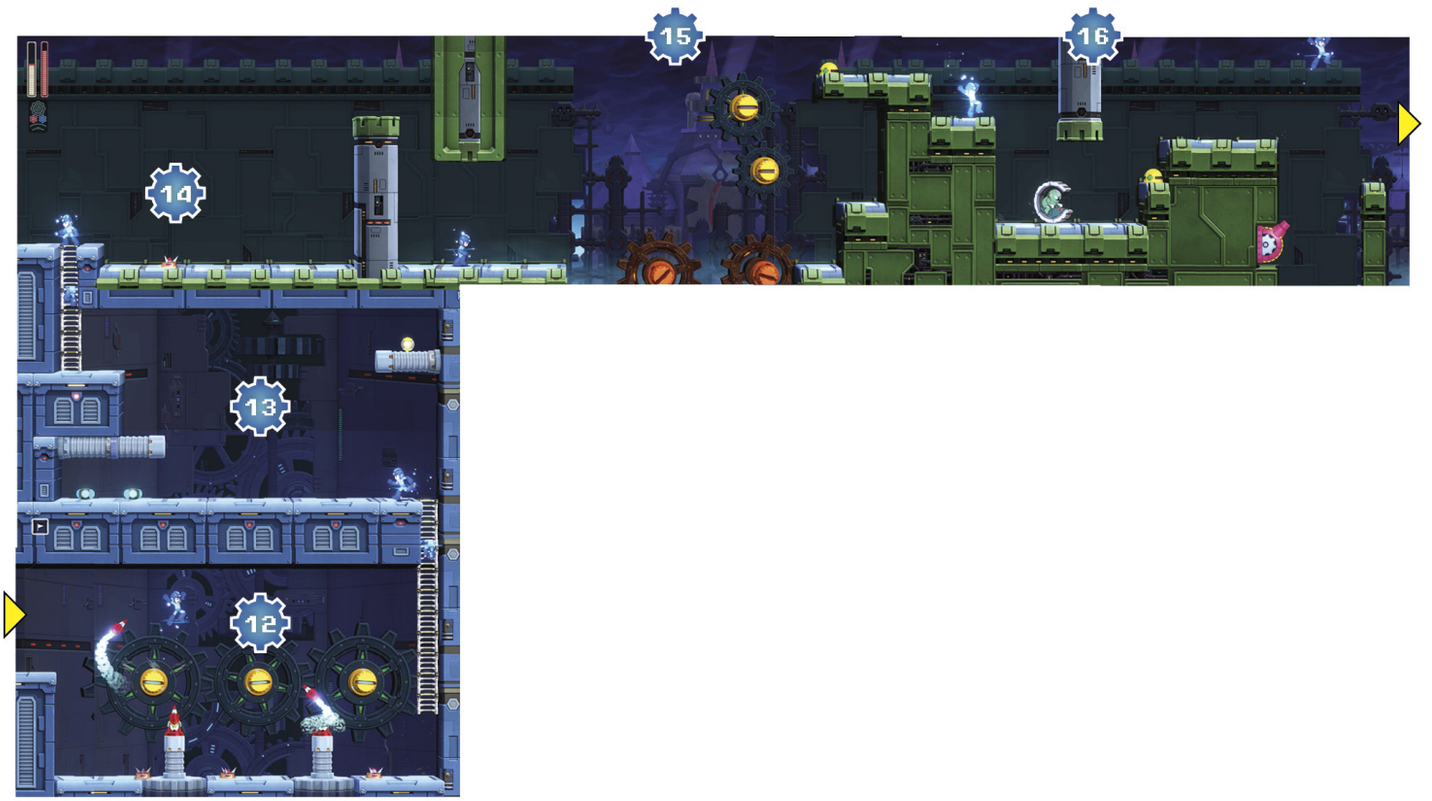
6 As you enter the room, an Air Nut materializes above while a Mawaru C rolls toward you. Give 'em the business and take out the second Air Nut next to the ladder.

7 Use Block Dropper or Tundra Storm to take out the Missile Cone and prevent it from harassing you while you head across the yellow bolts to the ladder. If you use Pile Driver, you can reach the ladder from the middle gear. The Speed Gear Booster helps with spinning gears like this, but you can also use Rush Jet to avoid them altogether.

Don't worry too much about getting knocked down here, as you'll just fall to the room below, rather than die outright or waste a Beat Call.

8 The Missile Cone above you is easy enough to shoot, but the Wall Blaster is in a high spot that's hard to hit. Avoid its fire or use the Power Gear and Tundra Storm to clear the room before jumping across.

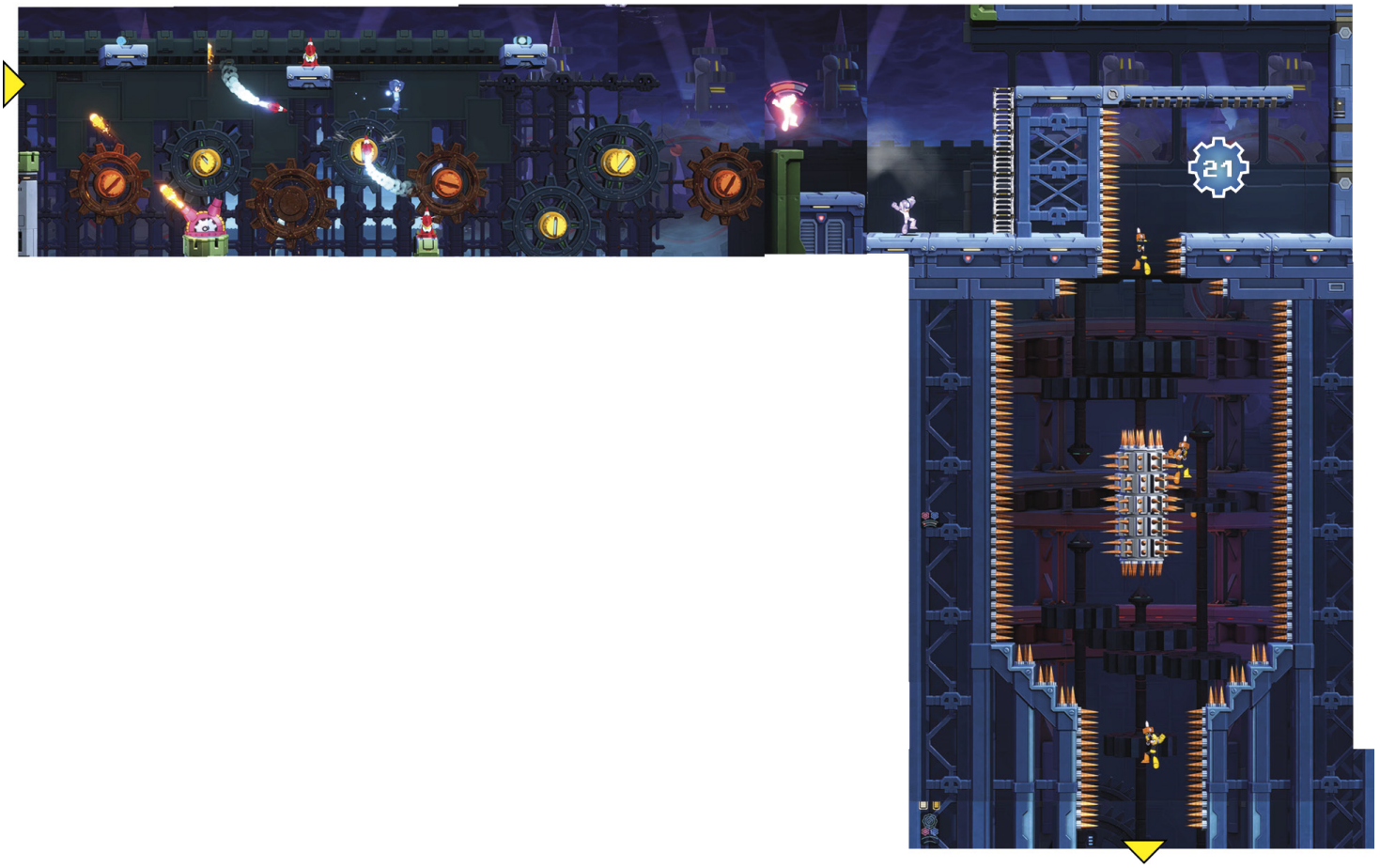
9 The rusty red bolts don't spin, thankfully, but they also don't stay up long after being jumped on, so move quickly. An Air Nut will be just under the last bolt, near the ladder. If you have the Buster Plus Chip, you can destroy the Wall Blaster with a Charge Shot before ascending the ladder.



10 Cross the gap. You'll get a mix of yellow and red bolts, while a Missile Cone attacks from below. You can take it out with the Block Dropper as you go, or just act fast and avoid its missile(s).

11 There are two more bolts and a Gabyoall below. Once you've crossed, avoid the Wall Blasters' fire and use Rush Jet instead of jumping down onto the red bolts. This leads you to a platform with a large weapon capsule. You can then Rush Jet or Pile Driver across the rest of the way, taking out the Air Nut floating high above the second Wall Blaster.

12 This room has three yellow bolts, three Gabyoalls, and two Missile Cones. If you jump up from the platform you enter the room on and chain two Pile Drivers together, you can reach the last bolt and ladder without too much fuss.



17 You'll have to make it across massive pits while jumping on narrow platforms and dealing with numerous K-Drones and Wall Blasters. Rush Jet can help you sail over your problems, while Pile Driver can at least get you to the end of the room more safely. Use Rush Coil to grab the 1UP.

18 Two Air Nuts guard two rusty bolts. The first Air Nut is toward the bottom of the screen, out of range of the Mega Buster. You can aim one of your special weapons down at it when it appears, or use the Speed Gear to hop across the way before the Air Nuts can fire their bullets.

19 Rush Jet gets you across to another large weapon capsule and lets you avoid having to jump across the bolts while dealing with Missile Cones. Take out the Missile Cones and any missiles. Continue with Rush Jet to the other side, shooting down the Air Nut when it appears in front of you.

20 If you're still on Rush Jet, it should take you to yet another large weapon capsule. A Wall Blaster and Missile Cone fire at you, so take them out and Rush Jet ahead, repeating this process until you reach the end.

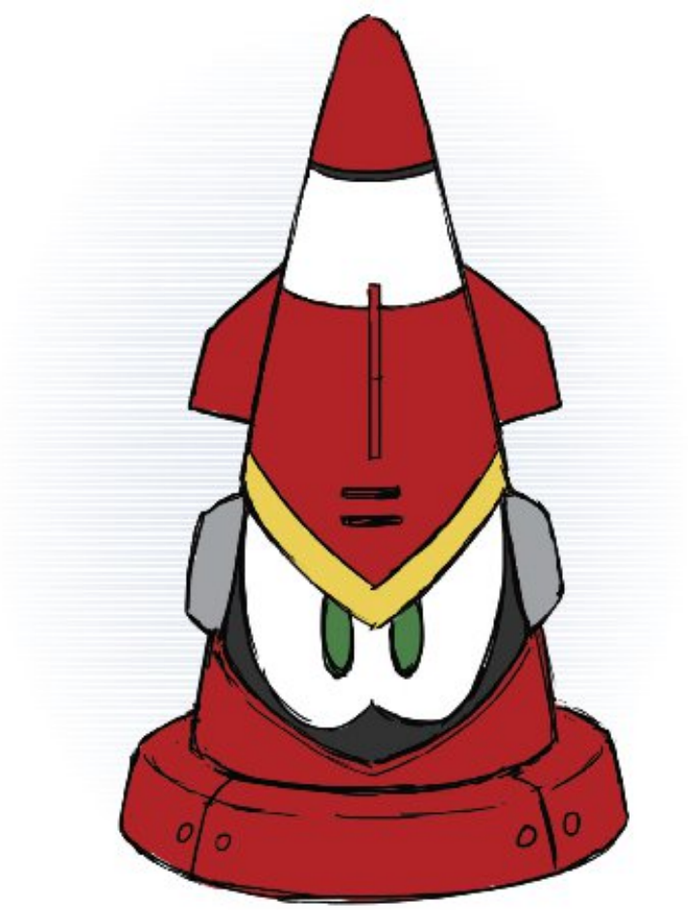
21 Drop down and immediately maneuver Mega Man left or right to avoid the spikes in the middle; then head back to the middle again to safely reach the ground.

13 Grab the recovery items and head up the ladder. If you need the energy pellet, use Rush Jet to reach it before grabbing the weapon capsules.

14 A Gabyoall patrols the area while disappearing blocks phase in and out. This is fairly easy, but instead of trying to do it the intended way, you can use Rush Coil on the far bottom block to jump over, skipping the rest of the platforming sequence.

15 Make your way across and up the bolts. The Metall shoots you as you approach, so consider taking it out with the Block Dropper or special weapon of choice first. Also, if you're having trouble jumping up from the first yellow bolt to the one above it, hit the Speed Gear.

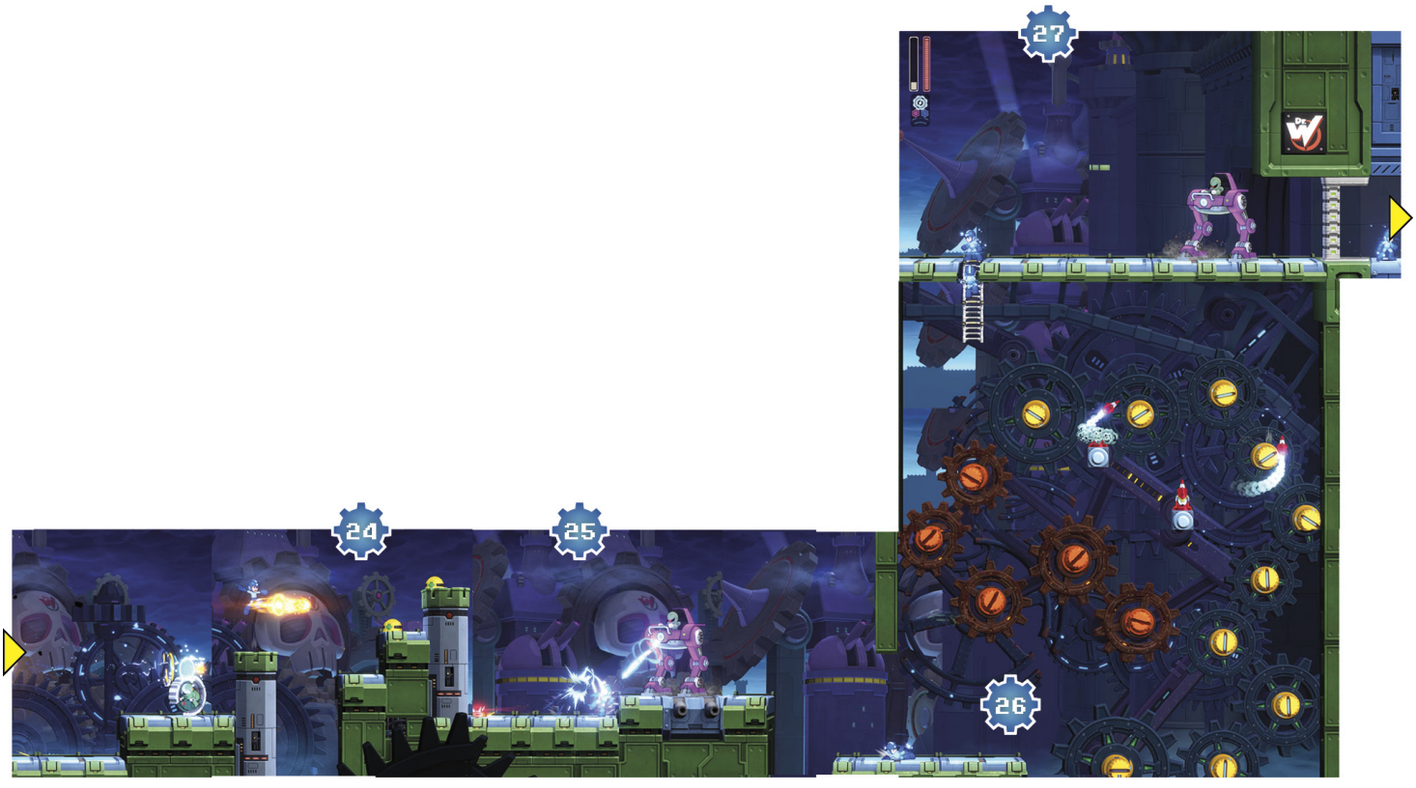
16 A Mawaru C and another Metall are in the area ahead. Take them out and proceed.



22 A Gabyoall patrols another disappearing block section. You can't use Rush Coil like the first time, but if you get to the second level of blocks, you can use Rush Jet to avoid having to go around to the left and back again across the top blocks.

In case you fall down a lot here, you may want to destroy the Gabyoall with the Pile Driver. Don't waste a Chain Blast shot on it.

23 A Mawaru C and Sniper Joe are below. Use the Block Dropper and run along to encounter K-Drones and another Mawaru C.

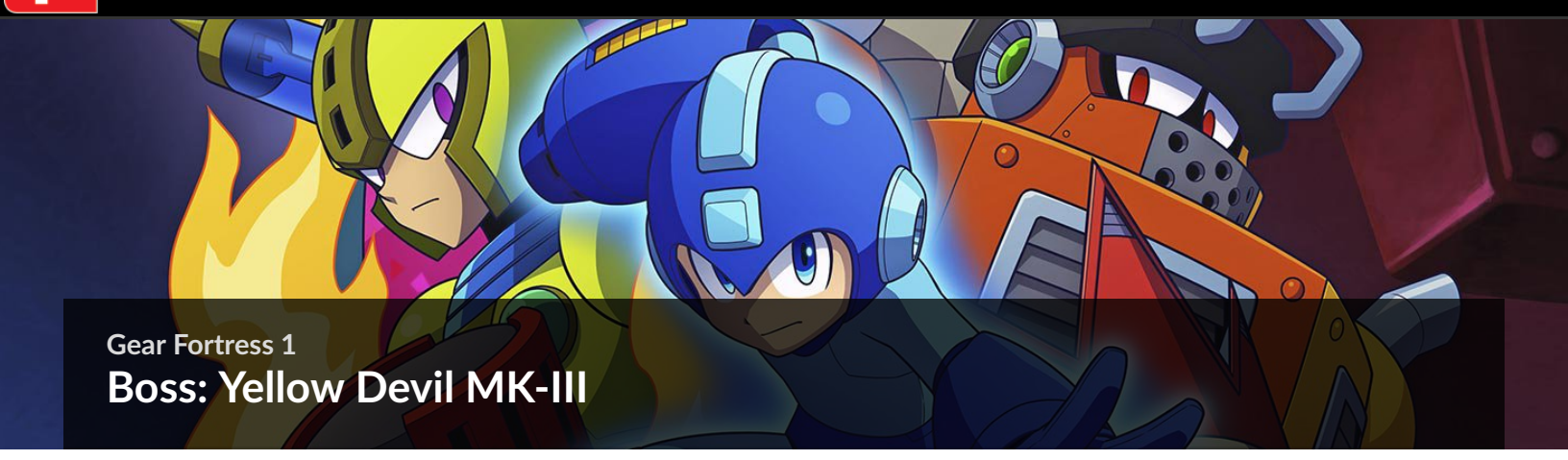


24 Two Metalls wait for you across a pit. Use the Speed Gear, Power Gear, or a special weapon to destroy them while they're in their helmets.

A Gabyoall patrols the floor ahead, while a Sniper Armor D guards the next level up. Use a Power Gear–boosted Scramble Thunder shot to pierce the Gabyoall and hit the mech.

Use the Speed Gear Booster for the yellow bolts, and turn it off to recover a little bit of Double Gear gauge while on the red bolts. Use whatever weapon you're most comfortable with for the Air Nuts and Missile Cones. If you fall, try to land on one of the Missile Cone platforms rather than all the way down. A blind Pile Driver can also sometimes miraculously land, giving you a second chance at not falling too far.

Take out the Sniper Armor D and head into the boss room.

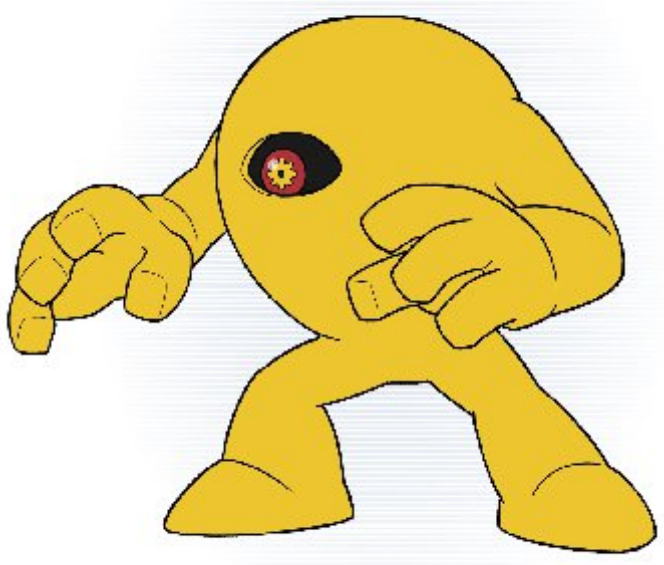


Gear Fortress 1

Boss: Yellow Devil MK-III

HP: 56

Weakness: Chain Blast

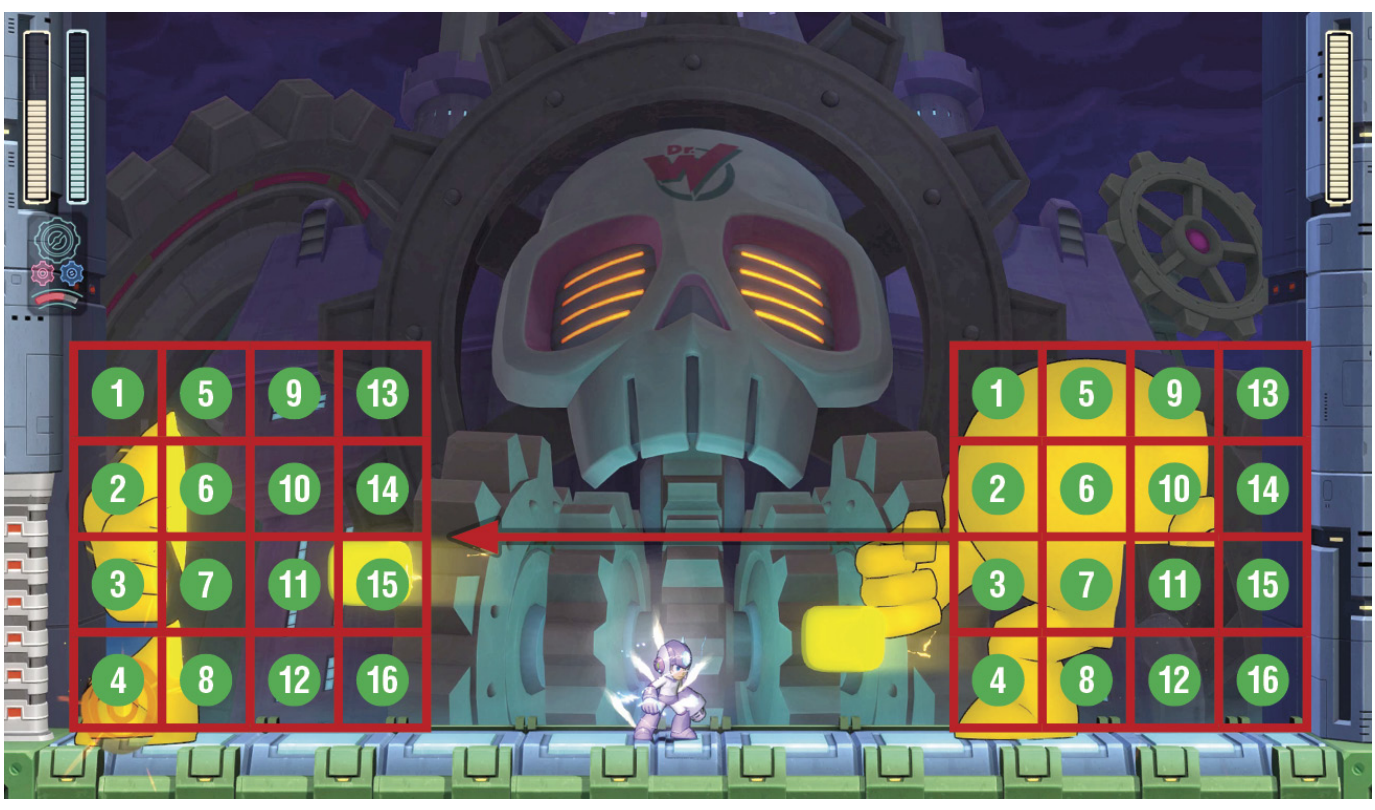


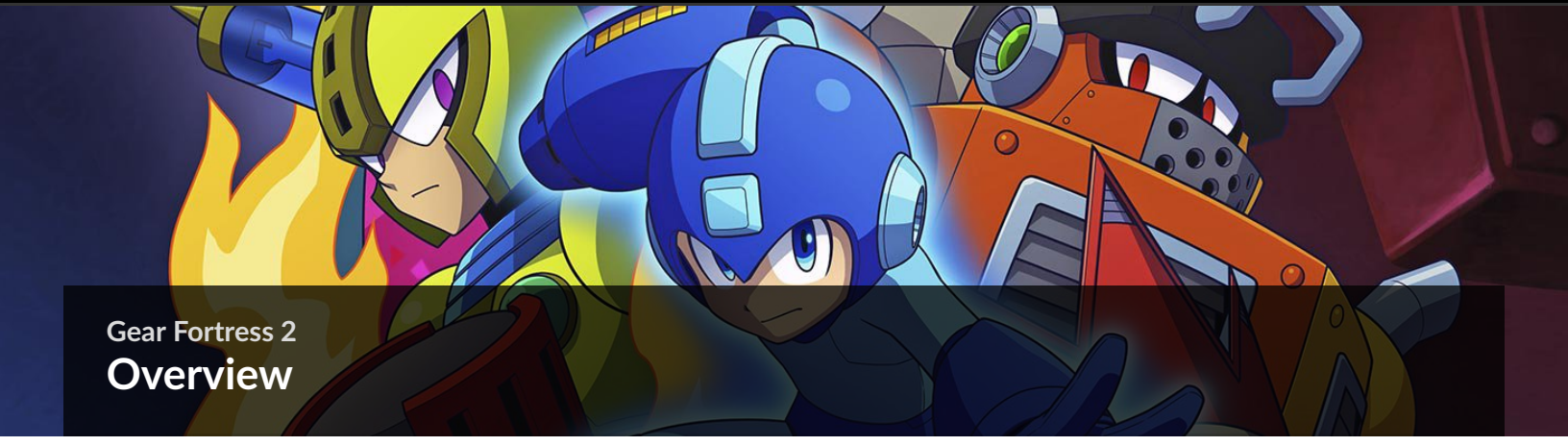
The Yellow Devil is one of the oldest bosses in Mega Man history, appearing in the first Mega Man for the NES in 1987. It was a pain then, and it's even more of a pain now, having been equipped with a Speed Gear to make matters worse.

The Yellow Devil MK-III enters the battle by reassembling, block by block. Any of the 16 individual blocks will damage Mega Man if they touch him, so use the Speed Gear Booster to jump over or slide under them as they come. Some are easier to dodge than others. If you take damage, you can try to slide behind it as the pieces move to the other side so you don't have to worry about getting hit again.

When the Yellow Devil MK-III assembles, it fires a shot from its eye. This is the only weak point, and it's only tangible for a brief time, so quickly fire a Power Gear–boosted Chain Blast directly into it from as close as possible. It only takes two of these to destroy it. When the Yellow Devil MK-III has lost one-third of its health, it can fire five shots instead of one.

When the Yellow Devil MK-III activates the Speed Gear, it turns into nine Chibi Devils that have two attack patterns. They come in sets of threes and the ninth Chibi Devil has an eye on it. This is the one you can damage. Once the two waves of Chibi Devils run their course, the Yellow Devil MK-III reverts back to its normal state.

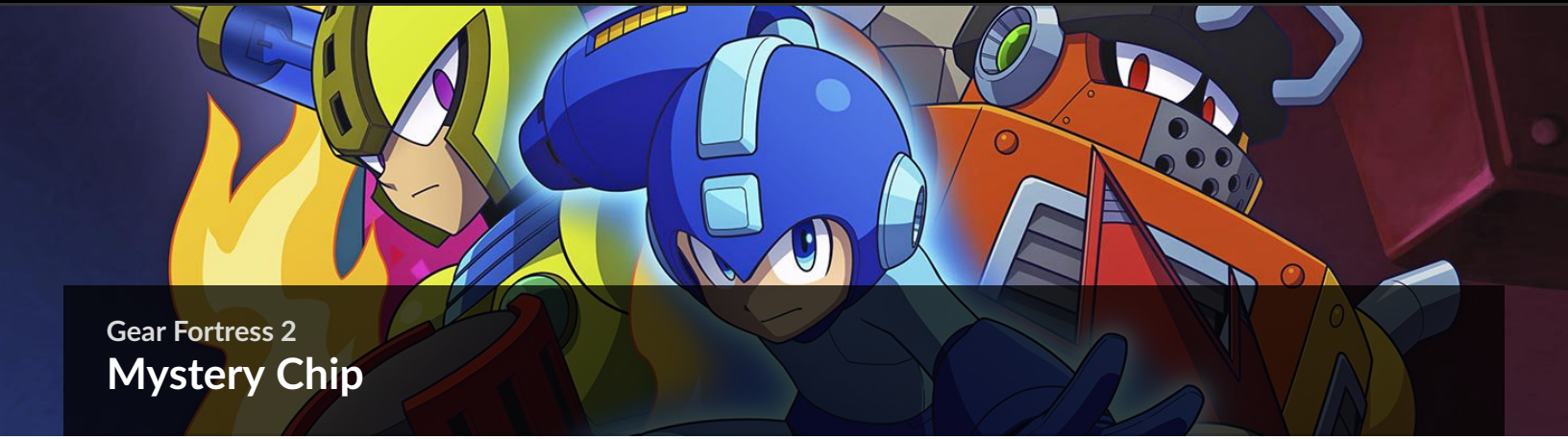




Gear Fortress 2

Overview

While still challenging, Gear Fortress 2 is arguably a regression in difficulty compared to Gear Fortress 1. As long as you act quickly and carefully, there are very few places where Mega Man is in any real danger.



Gear Fortress 2

Mystery Chip

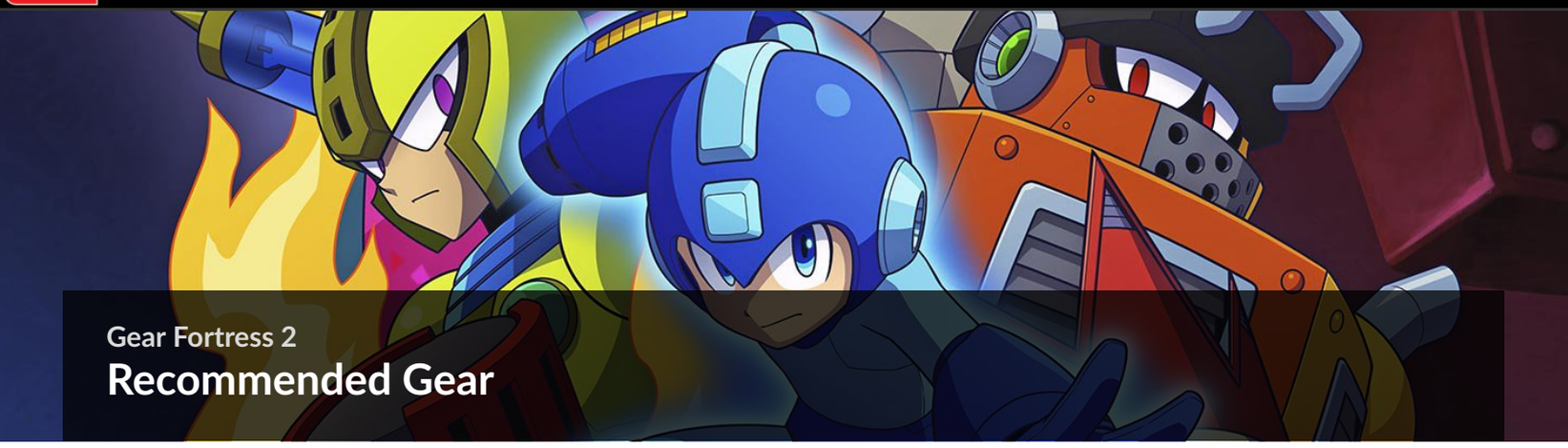
Equip the Mystery Chip and complete Gear Fortress 2 to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 8:45—700/Under 8:45—1,400

Casual: Over 5:50—700/Under 5:50—1,400

Normal: Over 5:50—350/Under 5:50—700

superhero: Over 5:50—350/Under 5:50—700

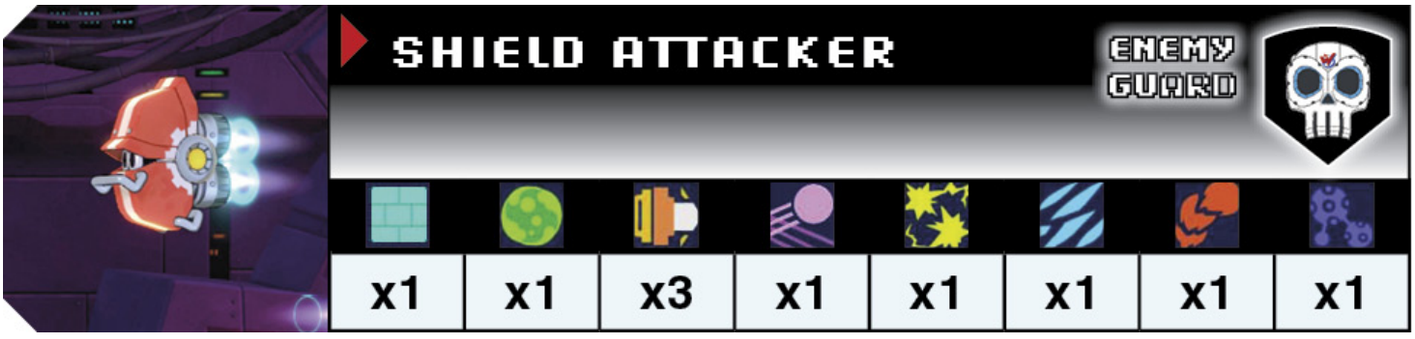


Gear Fortress 2

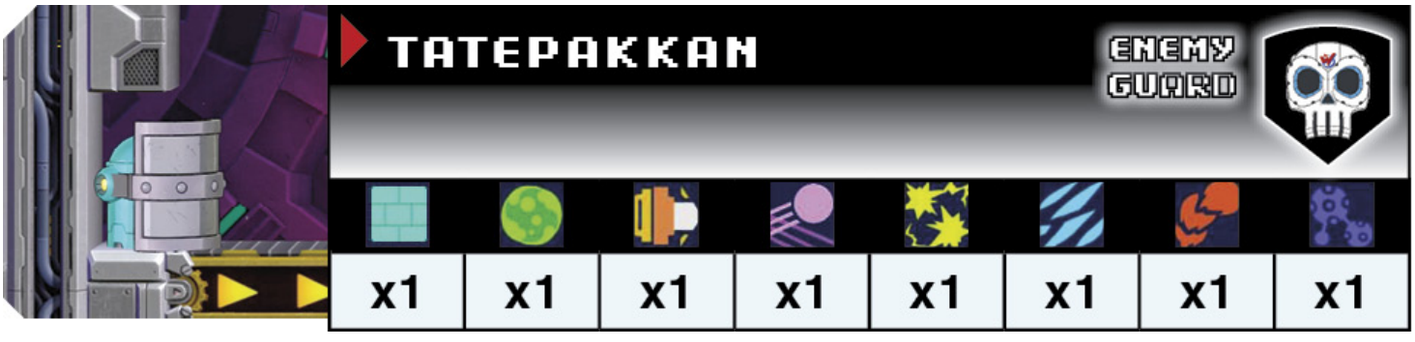
Recommended Gear

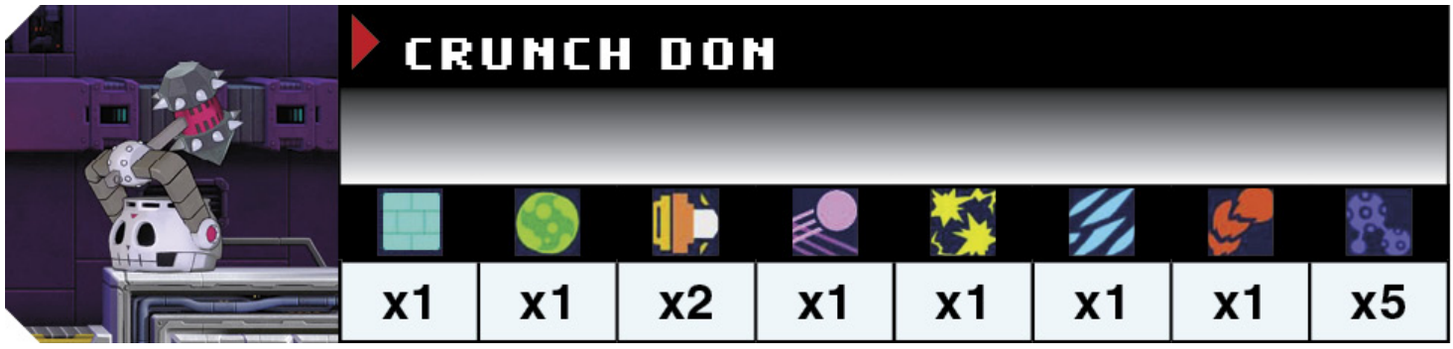
The Speed Gear Booster and weapon energy recovery are key. If you still struggle a bit with combat, bring along some Energy Tanks and a Super Guard, as Gear Fortress 2 is brimming with enemies.

1 Don't worry about that thing to your left. It's totally harmless...for now. Blast the stone walls to find two Shield Attackers hovering over a conveyor belt. You can take them out safely from the small ledge just before the conveyor belt—no need to waste Pile Driver energy here.

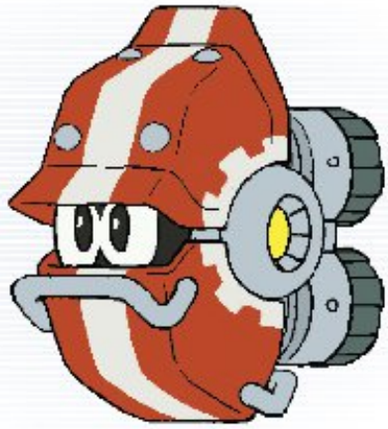


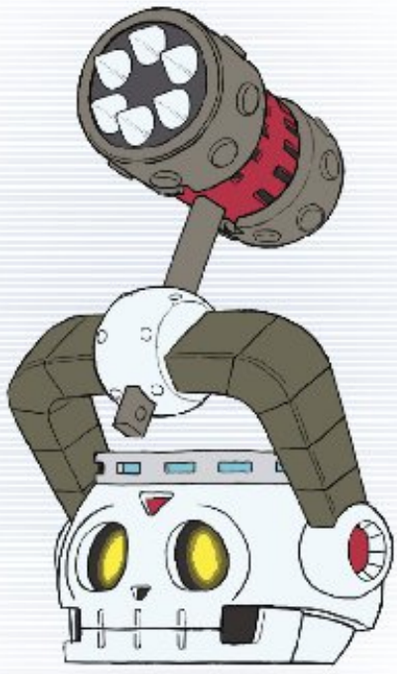
2 A Tatepakkan is below, with a Crunch Don on the other side. Now that you have the Chain Blast, you can eliminate Crunch Dons very quickly.

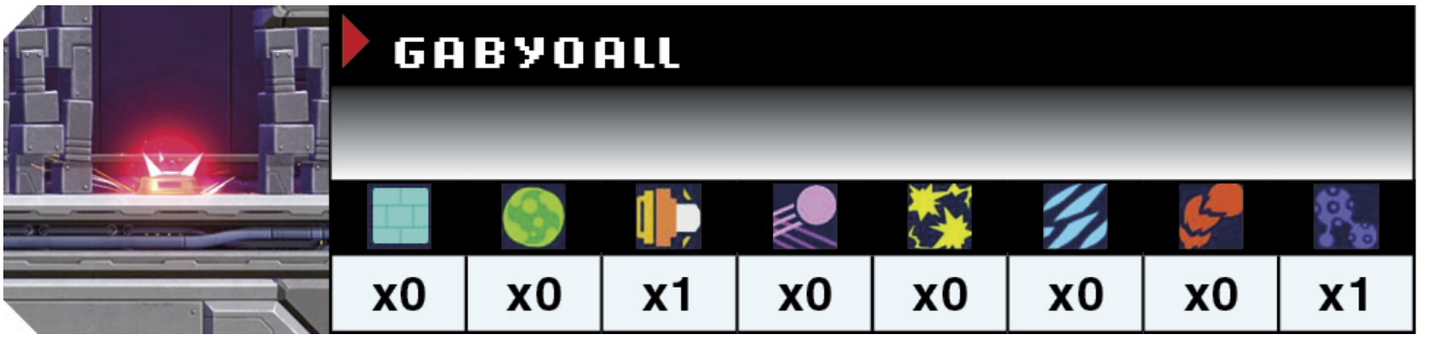




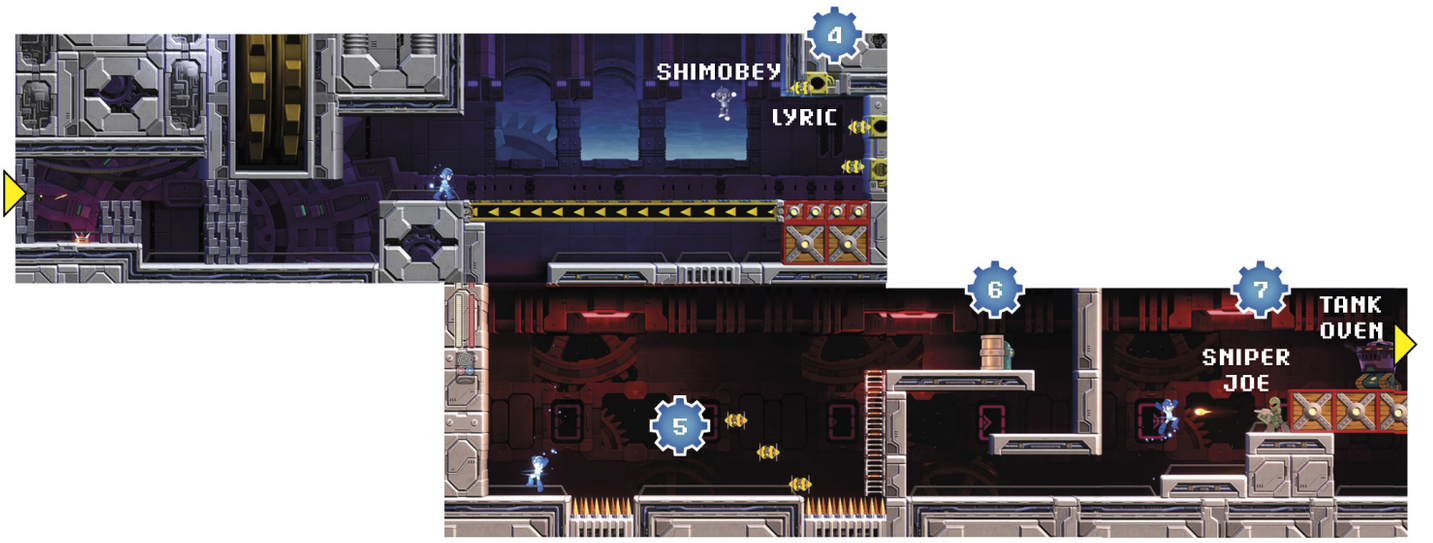
3 A Gabyoall is stuck between two stacks of stone walls. You can use the Pile Driver to destroy it, or let it loose and then stun it when it's away from the path forward. Repeat for the next two Gabyoalls.







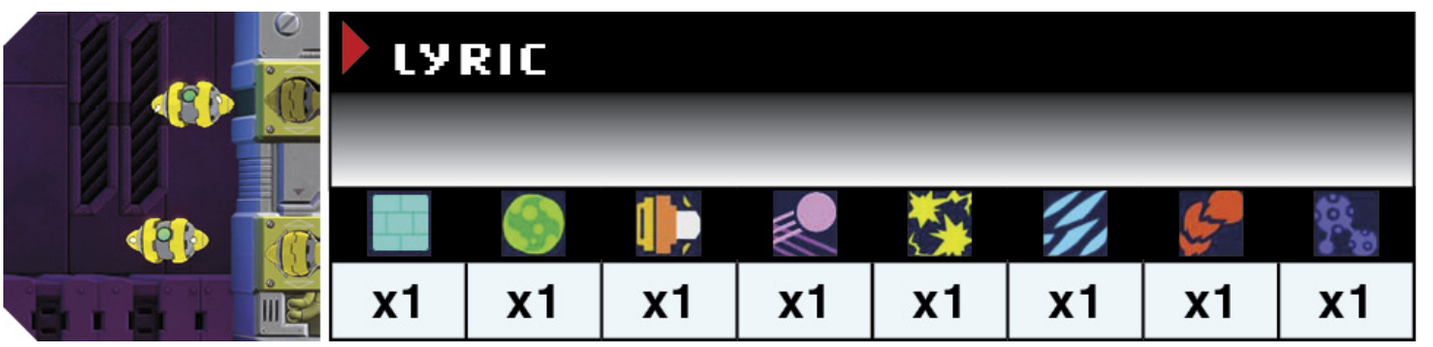
4 Lyrics spawn endlessly from three holes in the wall, as does a Shimobey from above. Use the Shimobey to destroy the explosive crates.

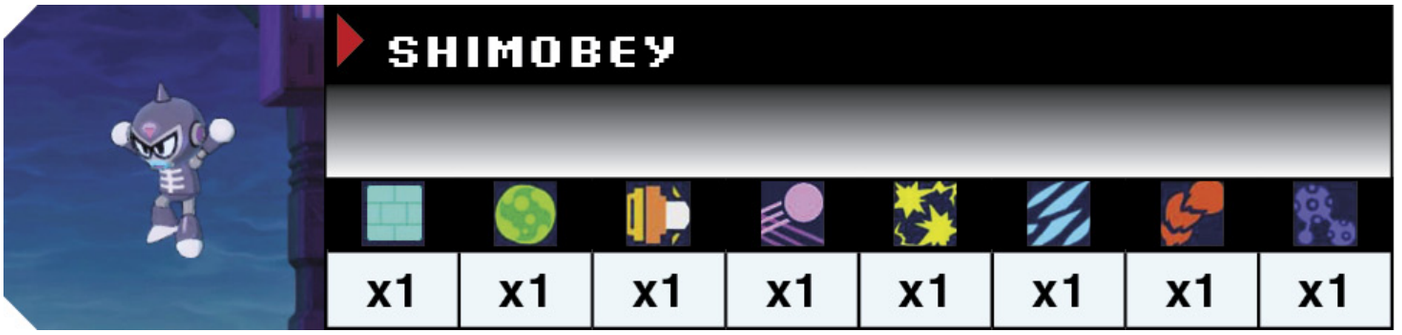


This room is seemingly designed to help you get the Collateral Blammage trophy/achievement. If you didn't pick it up in Blast Man's stage, wait until at least six Lyrics have spawned, then move forward, triggering the Shimobey and shooting it into the cluster of Lyrics.

Collateral Blammage

Destroy three or more enemies using a Shimobey explosion.



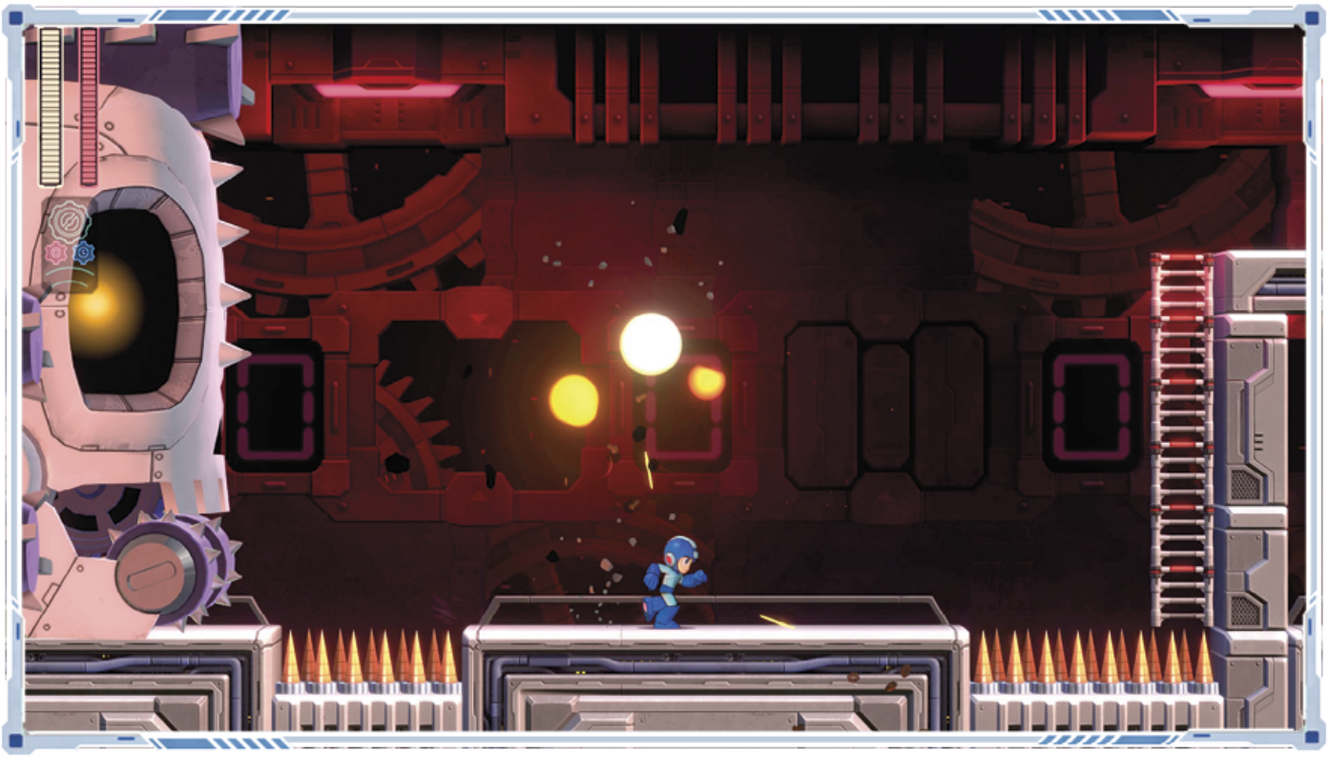


5 Quickly destroy the Lyrics and head right, as the Skull Roller begins chasing you.

Stage Gimmick: Skull Roller

Gear Fortress 2 is filled with gimmicks—conveyor belts, stone walls from Block Man's stage, and explosive crates from Blast Man's stage—but adds one more to trump them all: the Skull Roller. Similar to the flame wall in Torch Man's stage, the Skull Roller moves continuously over a large area as Mega Man attempts to outrun it.

Note



Unstoppable

Destroy all foes in the Skull Roller area and reach the boss (excludes Challenge mode).

6 Destroy the Tatepakkan as soon as it raises its shield, and hit the Speed Gear as you snake around the platforms.

7 A Sniper Joe guards a platform made of explosive crates with a Tank Oven on top of them. You don't have time for any of this, though, so launch a Blazing Torch shot and the explosions should clear the way.

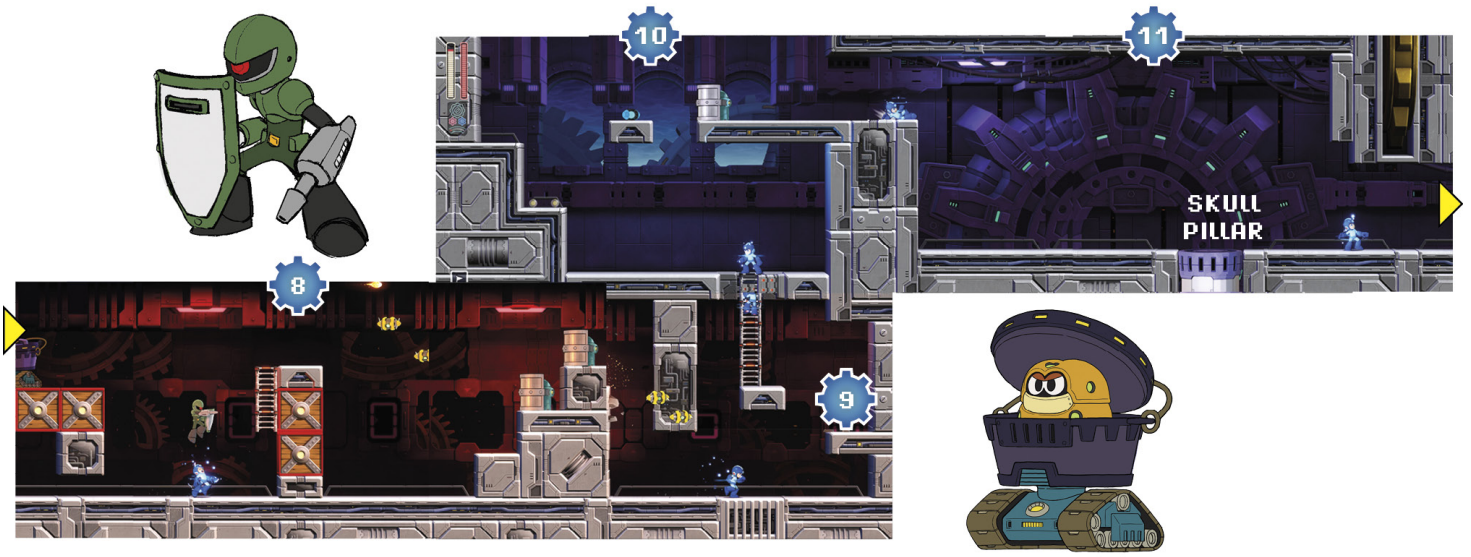
SNIPER JOE

ENEMY GUARD

x1	x1	x3	x1	x0.5	x1	x1	x1

TANK OVEN

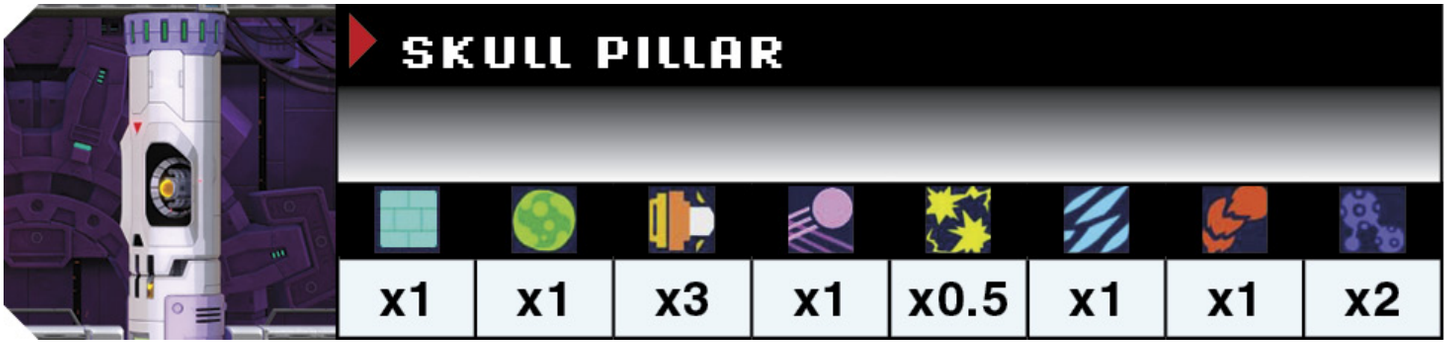
x1	x1	x1	x1	x1	x2	x1	x1



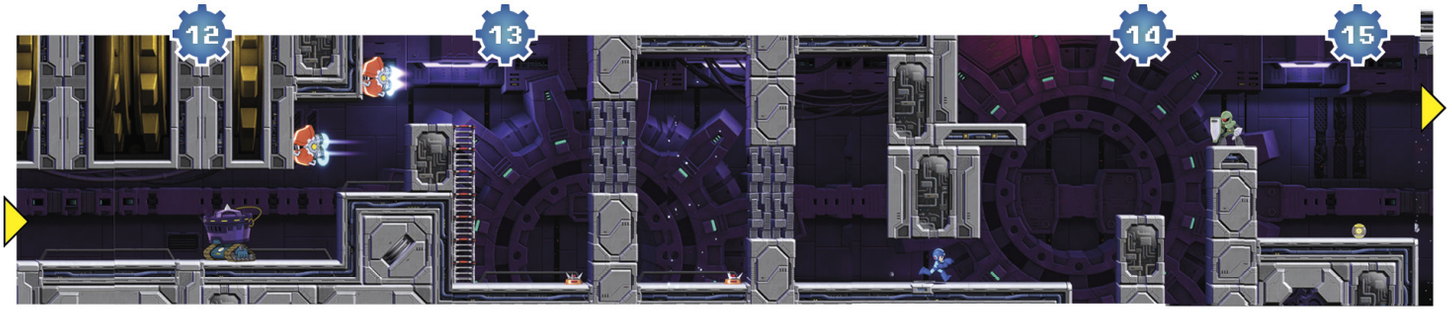
8 You can either go over the platform or through it by destroying the exploding crates. Ignore the Lyrics unless you're after the Unstoppable trophy/achievement. Two Tatepakkans block the steps up. You likely can't get both of them with a single Charge Shot without one of them shooting you first, so prep a high-powered attack (such as the Blazing Torch or Power Gear–boosted Block Dropper) and let it rip.

9 Another Sniper Joe. You should have enough time to use the Pile Driver, so take him out and get up the stairs quickly!

10 Grab the items and take out the Tatepakkan.



11 A Skull Pillar blocks your way. Its weak points are the glowing orange orbs in its eyes and mouth. Its eyes shoot quick laser blasts, while its mouth shoots a large beam. Destroy its eyes to open its mouth permanently. Skull Pillars take extra damage from the Pile Driver and Chain Blast.



12 A Tank Oven blocks a tight corridor, so there's no pushing it into a pit this time. Shoot the potato to destroy the tank, or wait for the potato to reveal itself and then fire a Power Gear–boosted Tundra Storm, which should destroy the Tank Oven and the two Shield Attackers ahead.

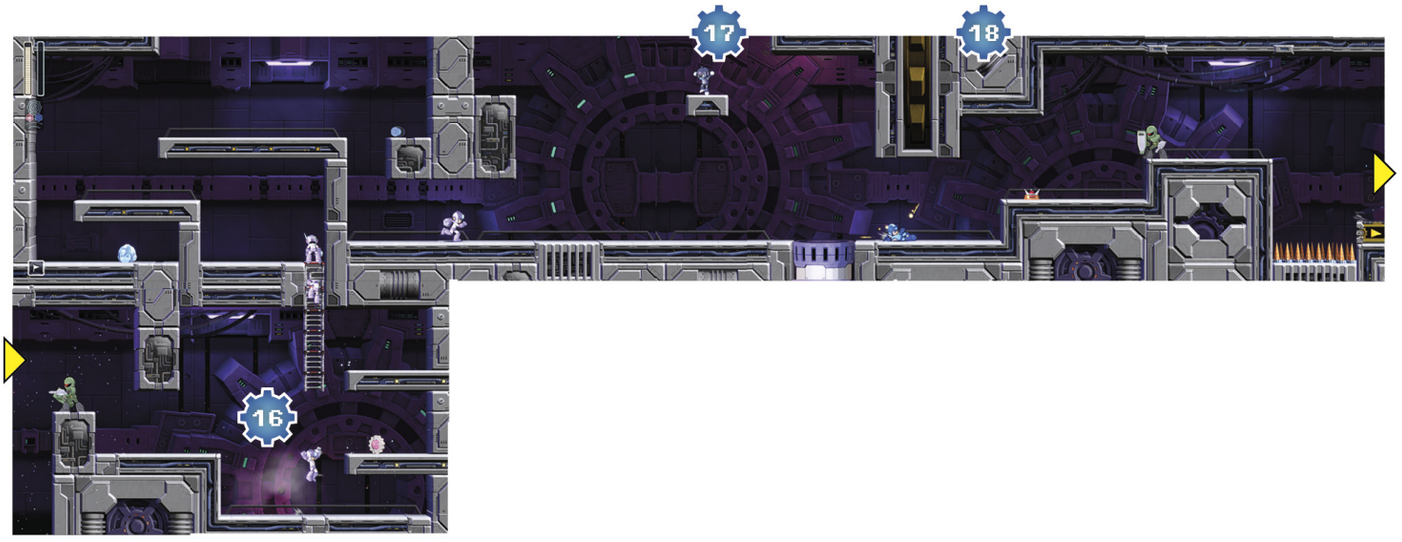
13 From the ladder, blast the stone walls to make an opening. Proceed through the area, avoiding the Gabyoalls below.

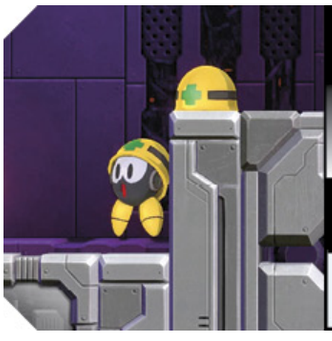
14 Two Sniper Joes hinder your progress. Another Power Gear–boosted Tundra Storm clears them out quickly.

15 A third Sniper Joe blocks the way ahead, while a fourth ambushes you from behind. It's difficult to recommend not killing everything with the Tundra Storm since it's so powerful and cool-looking, but use whatever means of attack you prefer. Just don't get shot down the pit.

16 Three more Sniper Joes! You know what we're going to say...

17 This Skull Pillar battle adds Shimobeys to the mix. You can use the Shimobey explosions to damage the Skull Pillar, but it's likely faster and easier to destroy it with your Pile Driver. By landing the Pile Driver into the eye, you can potentially catch the mouth orb with the explosion. Sadly the Pile Driver is resistant to the Tundra Storm.



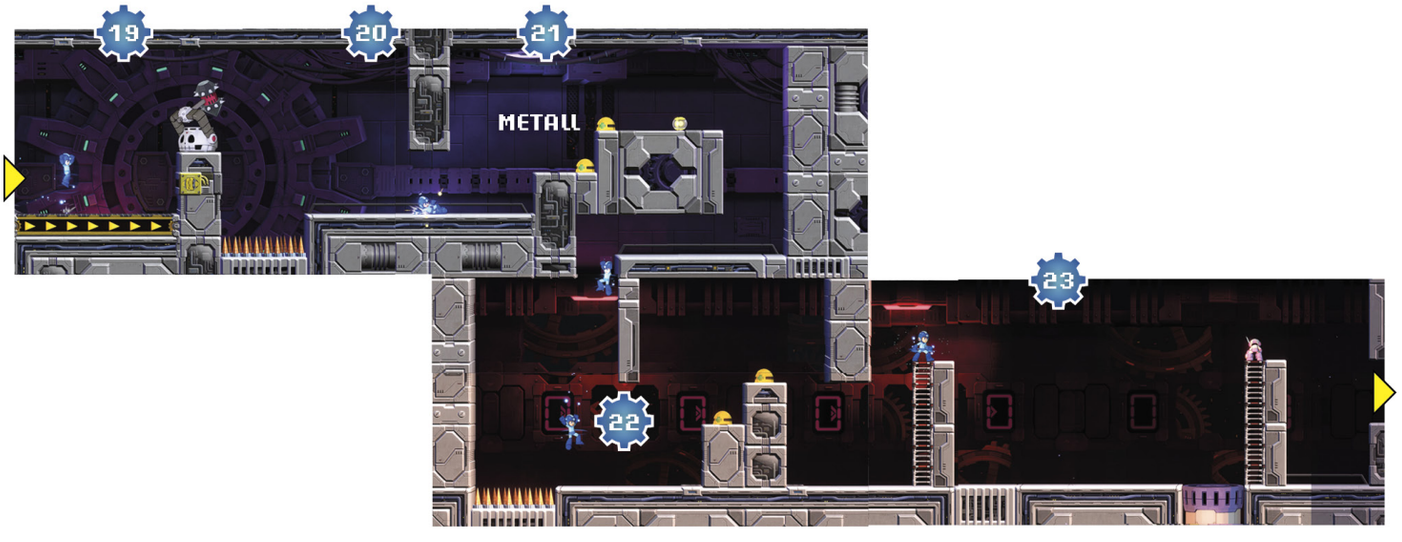


METALL

x1	x1	x1	x1	x1	x1	x1	x1

18 Shoot the Sniper Joe before hopping up on the platform with the Gabyoall.

19 You'll have to balance shooting the Lyrics and Crunch Don with moving backward on the conveyor belt. If you use the Chain Blast, be careful it doesn't get stuck on a Lyric by accident.



PRESS DON

x1.5	x1	x1	x5	x1	x1	x1	x1

20 A Shield Attacker patrols the end of the room. It's easy enough to slide under if you've got places to be.

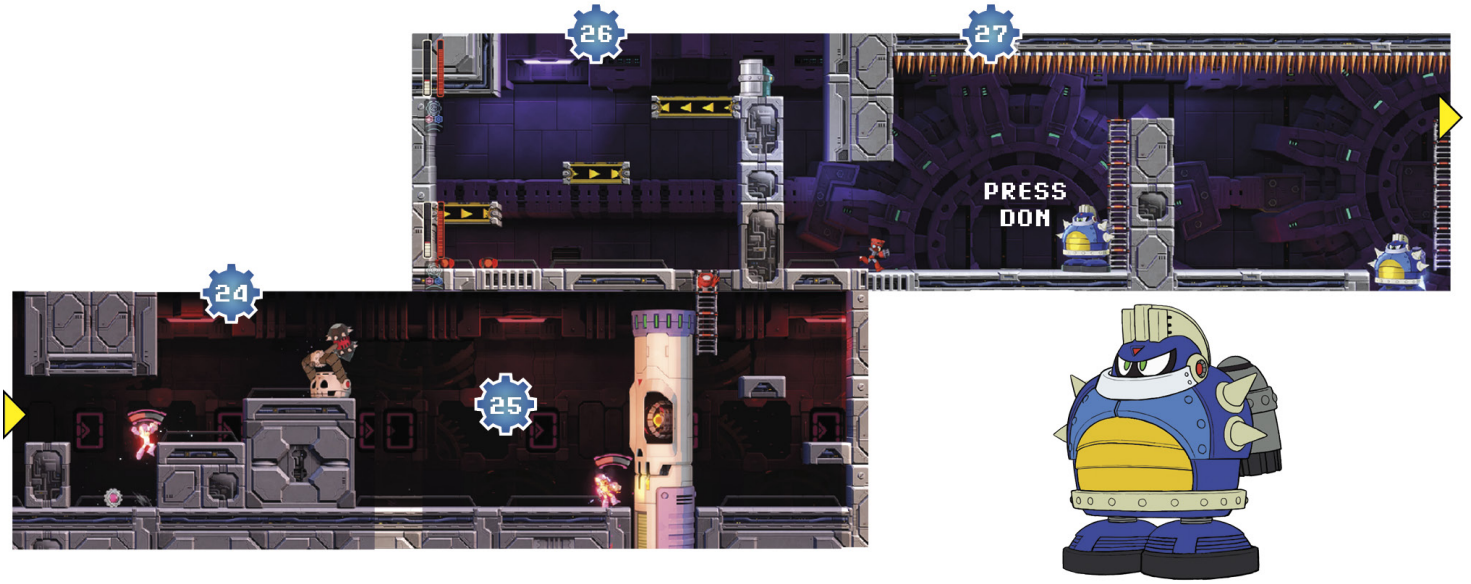
21 Two Metalls sit upon the steps, while a Shield Attacker patrols the way out. Invite everyone to peaceful negotiations and see if you can work things out. Or just blast your way through. Whatever.

22 Another Skull Roller sequence. You'll run into the same combo as the previous room—two Metalls and a Shield Attacker.

23 Now for the catch: A Skull Pillar AND the Skull Roller! Use the Pile Driver or Chain Blast to get through as fast as possible.

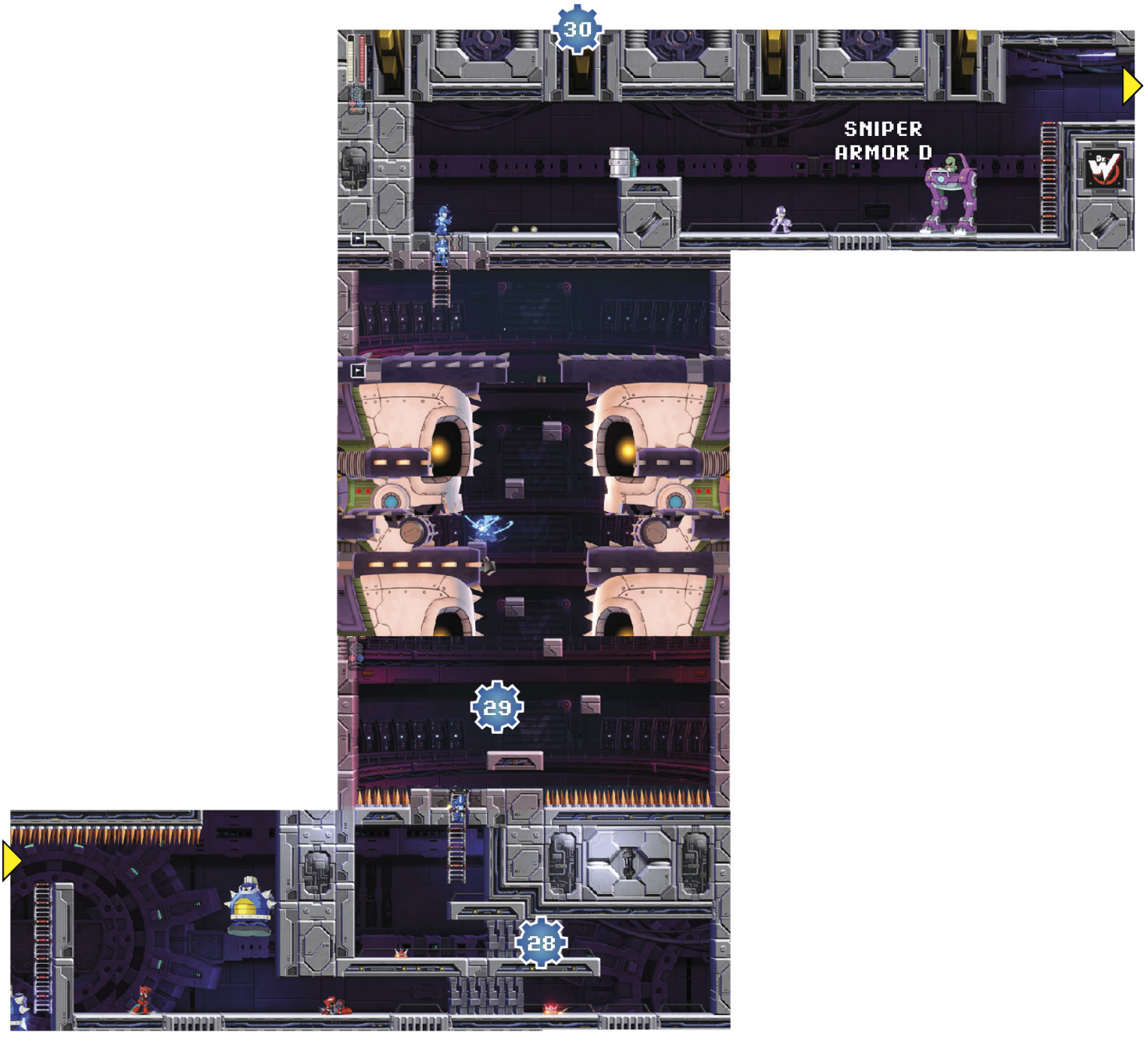
24 Another Pile Driver attack should clear the Sniper Joe, while the Chain Blast will clear the Crunch Don. However, conserve your weapon energy if either of these are low. You'll need them momentarily.

25 Yep, another Skull Pillar! Show it who's boss and head up the ladder.



26 Grab the recovery items and take out the Tatepakkan to proceed.

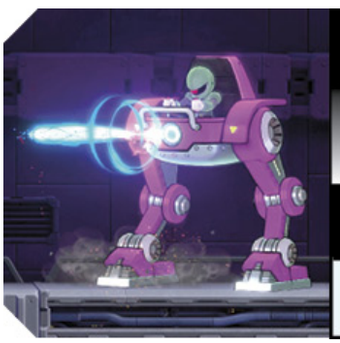
27 A Press Don confronts you in a tight space, so get the Bounce Balls going to take it out quickly. You'll encounter two more Press Dons as you head through this room.



28 Two Gabyoalls wait on the other side of the stone walls. Timing can be tricky here if you're trying to avoid them, so an offensive approach may be the safer call.

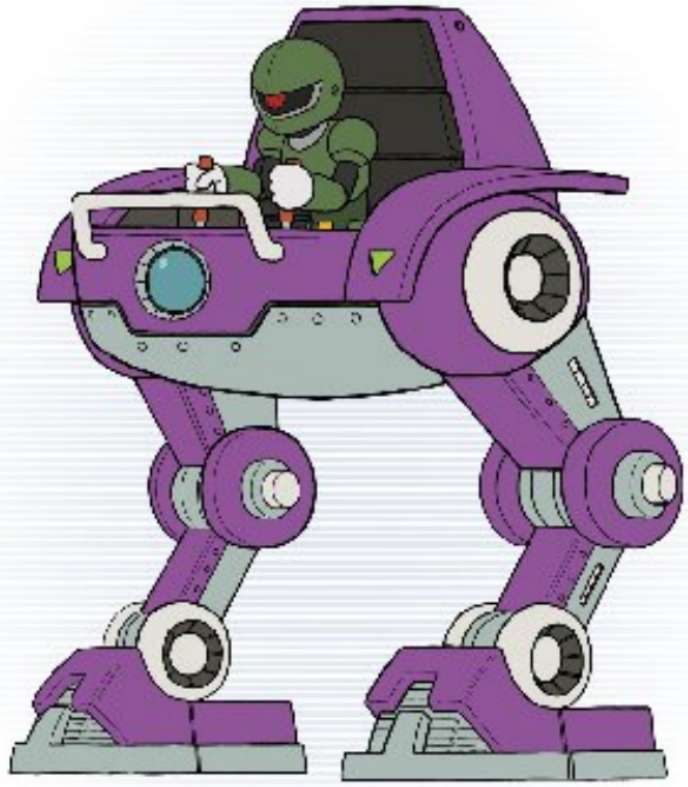
29 Two Skull Rollers try to crush you, so hit the Speed Gear Booster and make your way up the platforms without wasting a single second. Two more pairs appear as you continue up the room. Jump onto the ladder before it's too late.

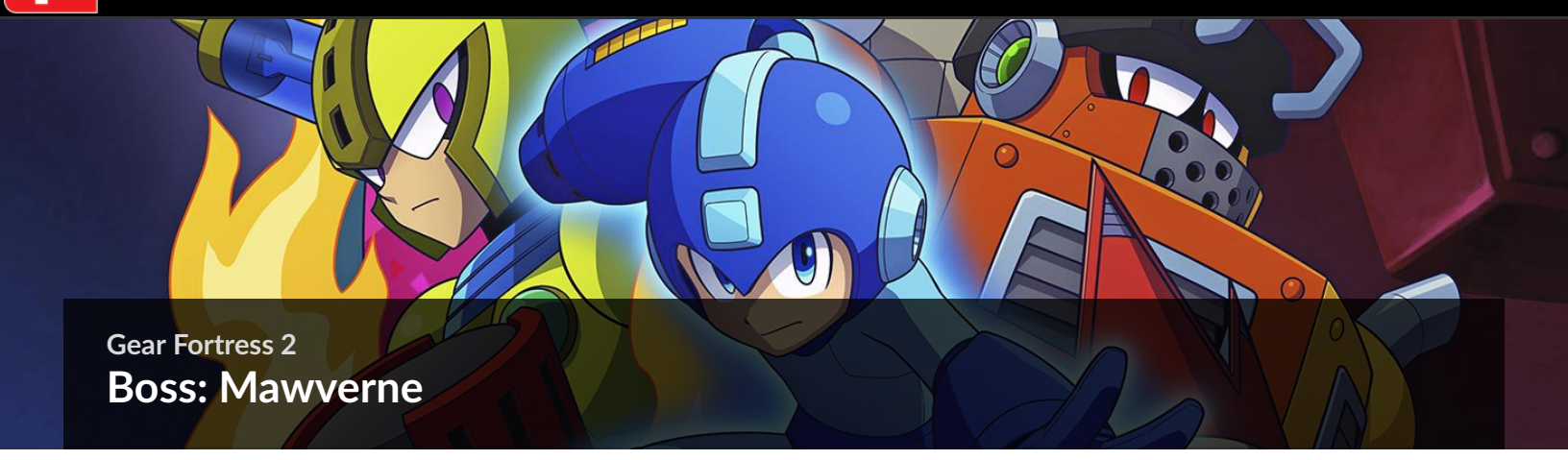
30 Head to the right a little to draw out a Shimobey, which you can use to destroy the Tatepakkan. More Shimobeys attack alongside a Sniper Armor D. A Power Gear–boosted Scramble Thunder shot can clear the path. All that's left is the boss!



SNIPER ARMOR D

x1	x1	x1	x1	x3	x1	x1	x1



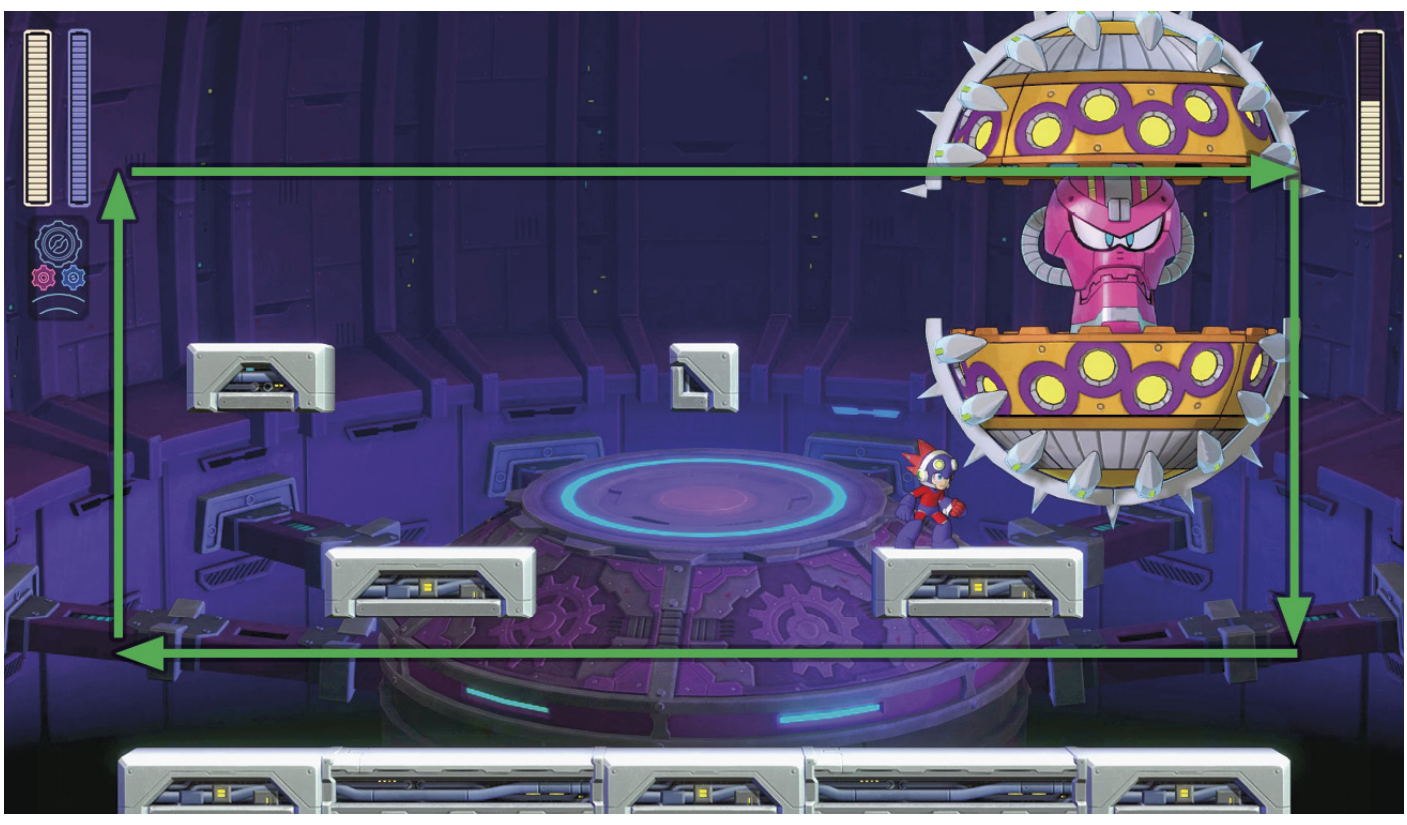


Gear Fortress 2

Boss: Mawverne

HP: 56

Weakness: Bounce Ball



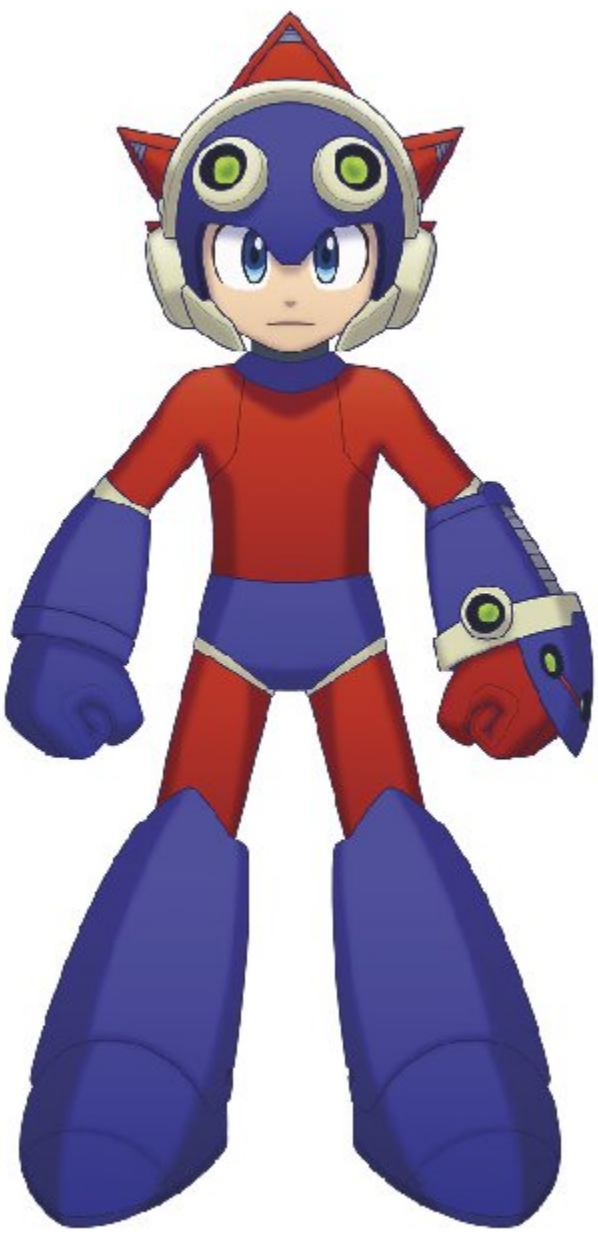
Mawverne is a colossal floating robot encased in a spiked, circular shell. Mawverne's weak point is its face, while the shell guards against attacks.

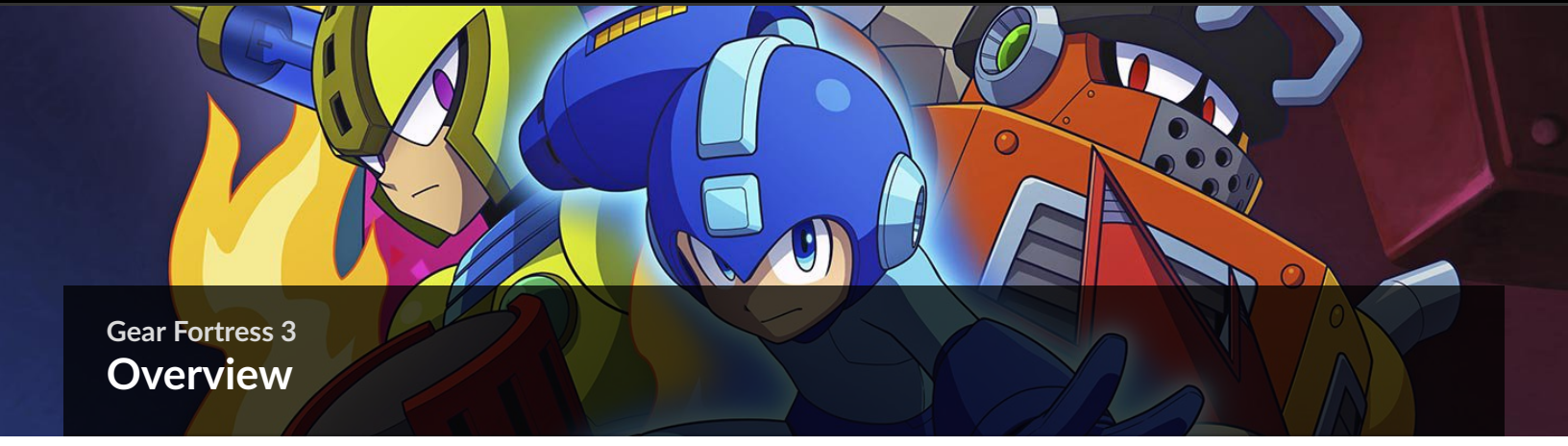
When the shell is open, Mawverne moves around the outer edge of the room on a rectangular path, firing laser beams.

When the shell is closed, Mawverne floats around firing energy balls at Mega Man. Two Charge Shots will break its guard, revealing its head again. Certain Special Weapons can also open the shell. Mawverne can teleport around in either state, launching homing bombs.

Once Mawverne's health drops below 50 percent, it can activate the Power Gear, teleporting to the corners of the room and firing three massive laser beams that target Mega Man's precise location.

Like the Press Don, Mawverne is oddly weak to Bounce Ball, which can both open its shell and deal extra damage to it directly. As soon as the match begins, get the Bounce Balls bouncing and avoid Mawverne's attacks while they work their magic.

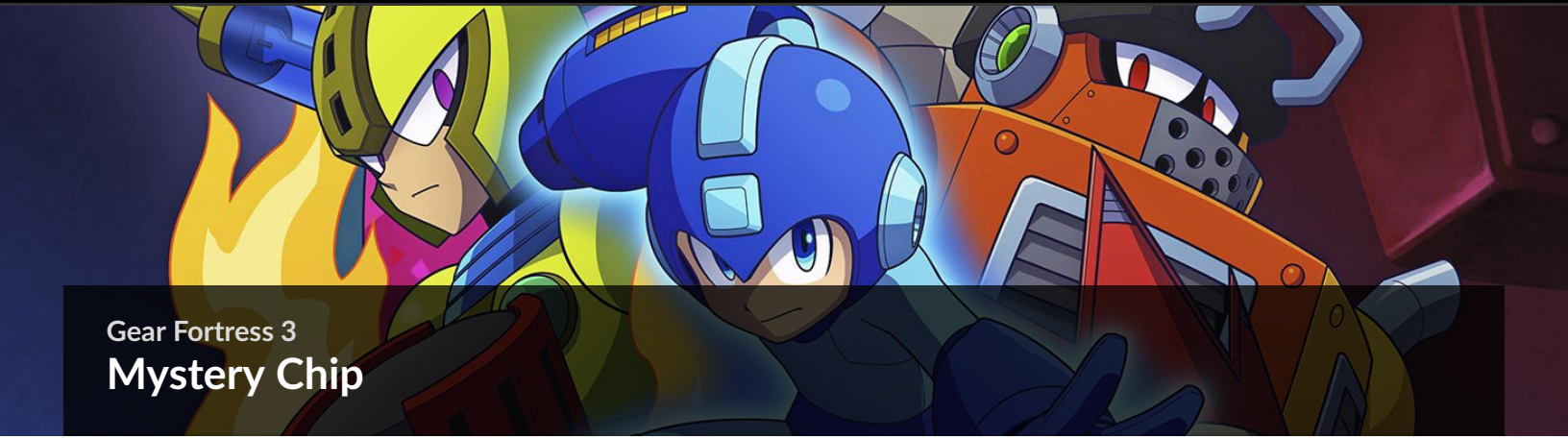




Gear Fortress 3

Overview

This is it. You've almost got nothing but boss fights left at this point! As one of the most classic time-honored Mega Man traditions, you'll be entering rematches against all eight Robot Masters.



Gear Fortress 3

Mystery Chip

Equip the Mystery Chip and complete Gear Fortress 3 to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 9:45—700/Under 9:45—1,400

Casual: Over 6:30—700/Under 6:30—1,400

Normal: Over 6:30—350/Under 6:30—700

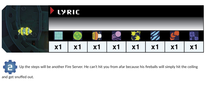
Superhero: Over 6:30—350/Under 6:30—700

Gear Fortress 3

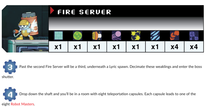
Recommended Gear

No matter what, you'll be equipped with the Robot Masters' weaknesses, so any other items or parts you may have equipped are fringe benefits. Since you have to defeat all eight Robot Masters in the same stage, having a Super Guard and a few Energy Tanks on hand essentially ensures your survival.

Head right and you'll eventually encounter several Lyrics and a Fire Server. Take them out with the Mega Buster—you don't want to waste any weapon energy on basic enemies in this stage.



Up the steps will be another Fire Server. He can't hit you from afar because his fireballs will simply hit the ceiling and get snuffed out.



Past the second Fire Server will be a third, underneath a lyric spawn. Decimate these weaklings and enter the boss shutter.

Drop down the shaft and you'll be in a room with eight teleportation capsules. Each capsule leads to one of the eight Robot Masters.

With all of the Special Weapons, you can fight the Robot Masters in any order you wish. Use the Power Gear to easily destroy all eight very quickly. Revisit the Robot Master sections at the end of their stage walkthroughs if you need a refresher course.

When all the Robot Masters are scrapped once again, a ninth capsule appears in the middle of the room. Enter it to head Gear Fortress 3 and open the way to the final stage!

Block Man

Weakness: Chain Blast

Acid Man

Weakness: Block Dropper

Blast Man

Weakness: Blazing Torch

Fuse Man

Weakness: Bounce Ball

Bounce Man

Weakness: Pile Driver

Torch Man

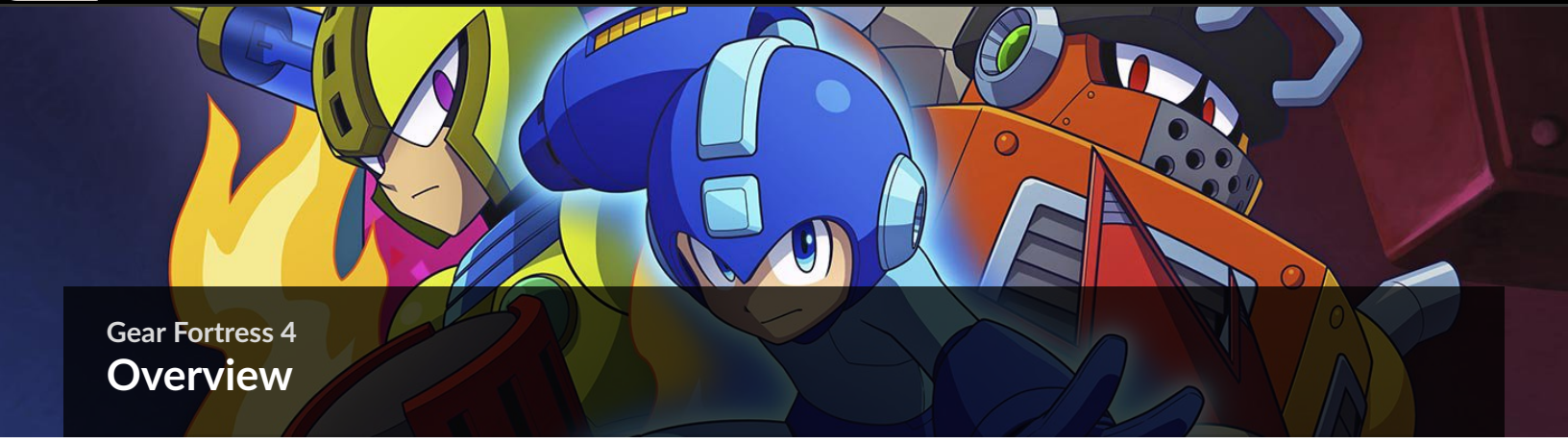
Weakness: Tundra Storm

Impact Man

Weakness: Acid Barrier

Tundra Man

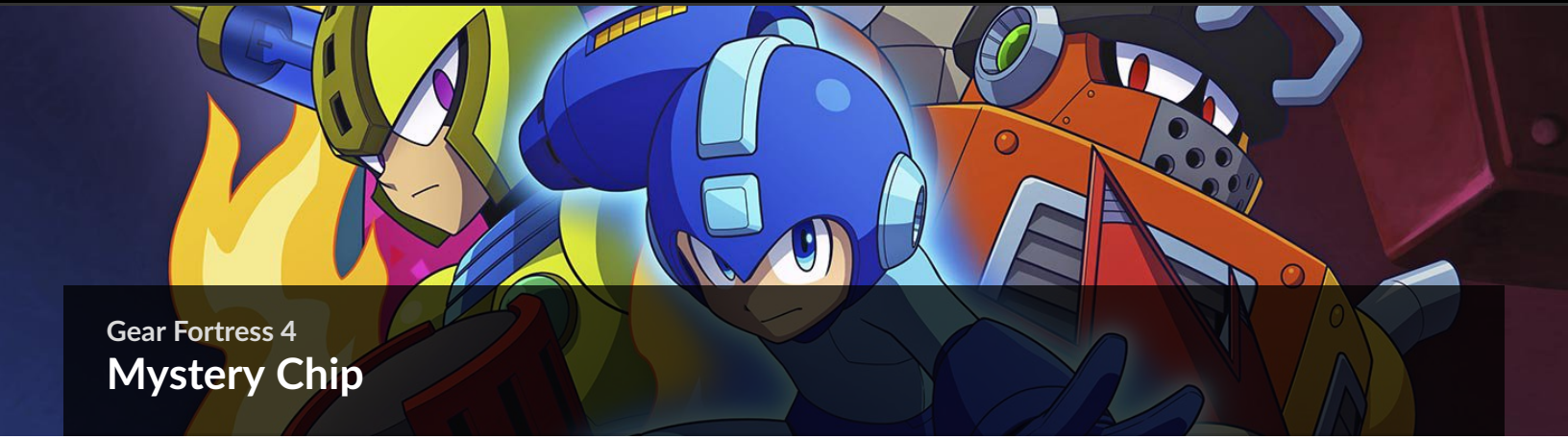
Weakness: Scramble Thunder



Gear Fortress 4

Overview

The climactic confrontation with Dr. Wily is just ahead.



Gear Fortress 4

Mystery Chip

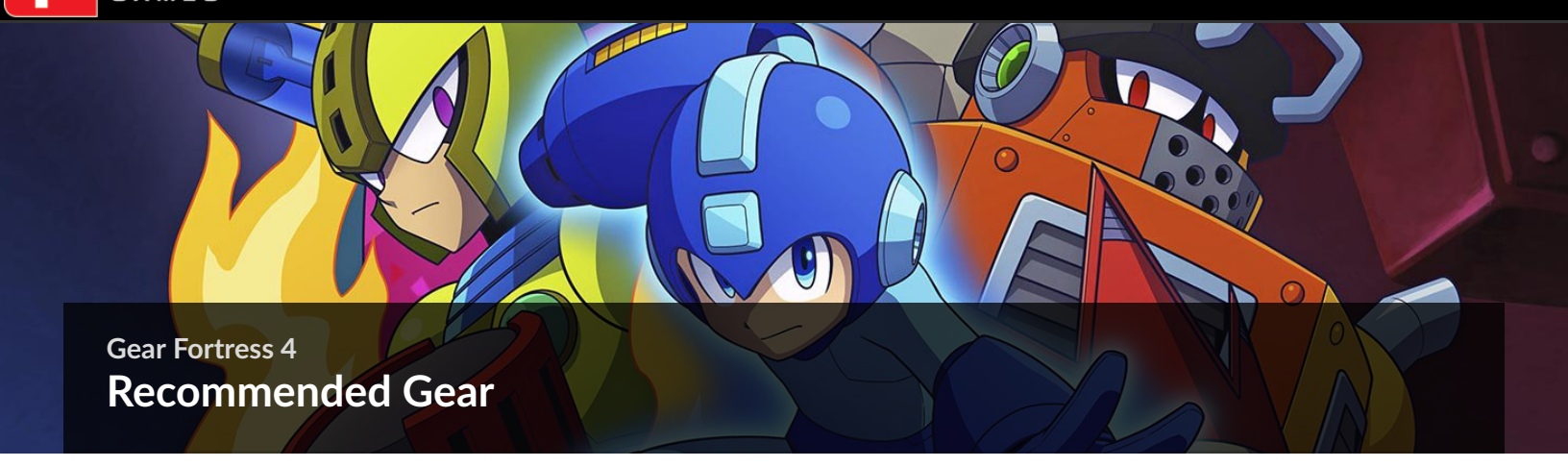
Equip the Mystery Chip and complete Gear Fortress 4 to get bonus Screws. Completing the stage under a certain time limit provides double the amount of Screws!

Newcomer: Over 5:35—700/Under 5:35—1,400

Casual: Over 3:45—700/Under 3:45—1,400

Normal: Over 3:45—350/Under 3:45—700

Superhero: Over 3:45—350/Under 3:45—700

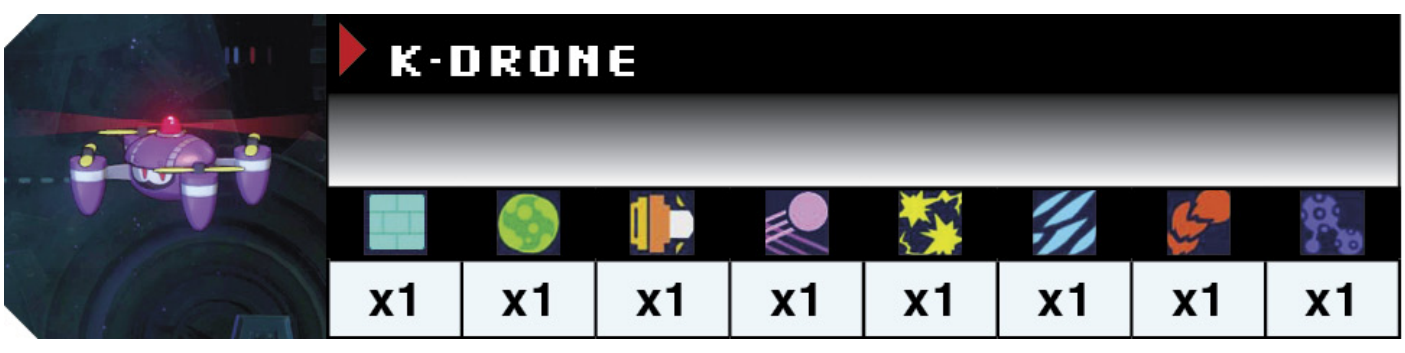


Gear Fortress 4

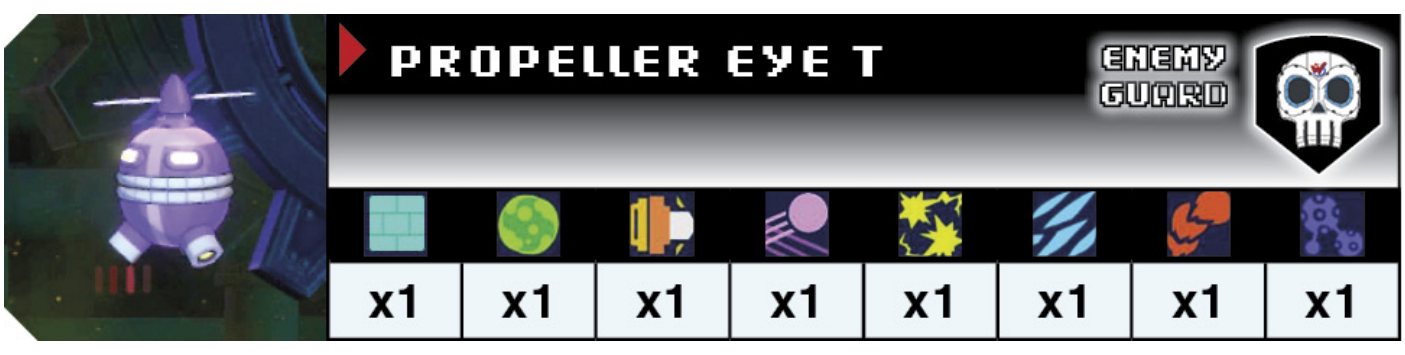
Recommended Gear

Just like with Gear Fortress 3, having a Super Guard and Energy Tank will help you if things go sideways, while a Weapon Tank can come in handy given that the final boss's multiple forms are often vulnerable to the same few Special Weapons.

1 Head right and up the ladder. As you continue down the path, K-Drones swoop in for the attack. Prepare Charge Shots for any that get in your way and dodge the rest.



2 Despite entering the boss shutter, you've still got a short ways to go before reaching Dr. Wily. Take out the Propeller Eye T and catch a ride on a moving platform.



3 Prepare a Charge Shot for the Propeller Eye T waiting at the end of the spikes.

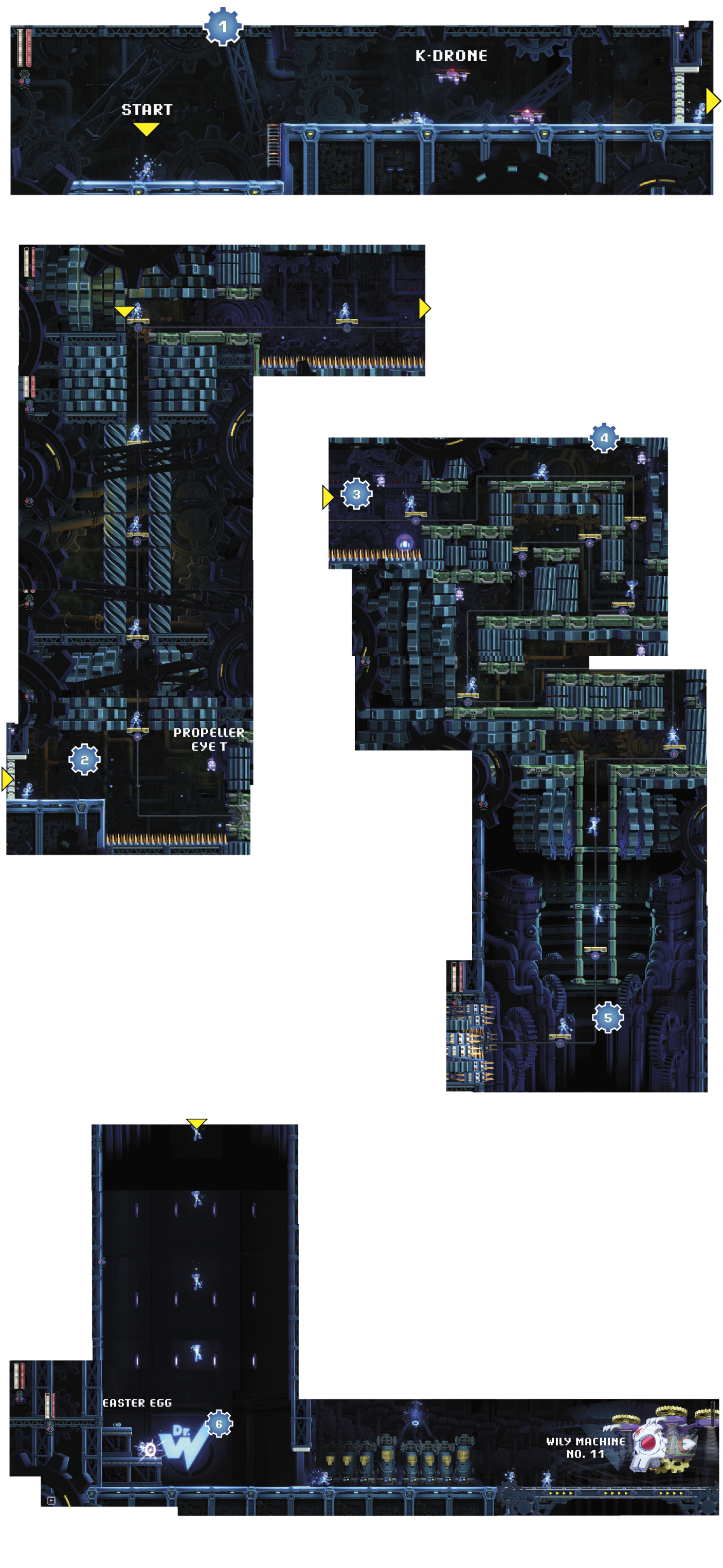
4 Several Propeller Eye Ts lurk along the snaking path on the moving platforms follow. You don't have to stay on the moving platforms in this area; you can get off if you need to dodge enemy shots or just want to hurry things along.

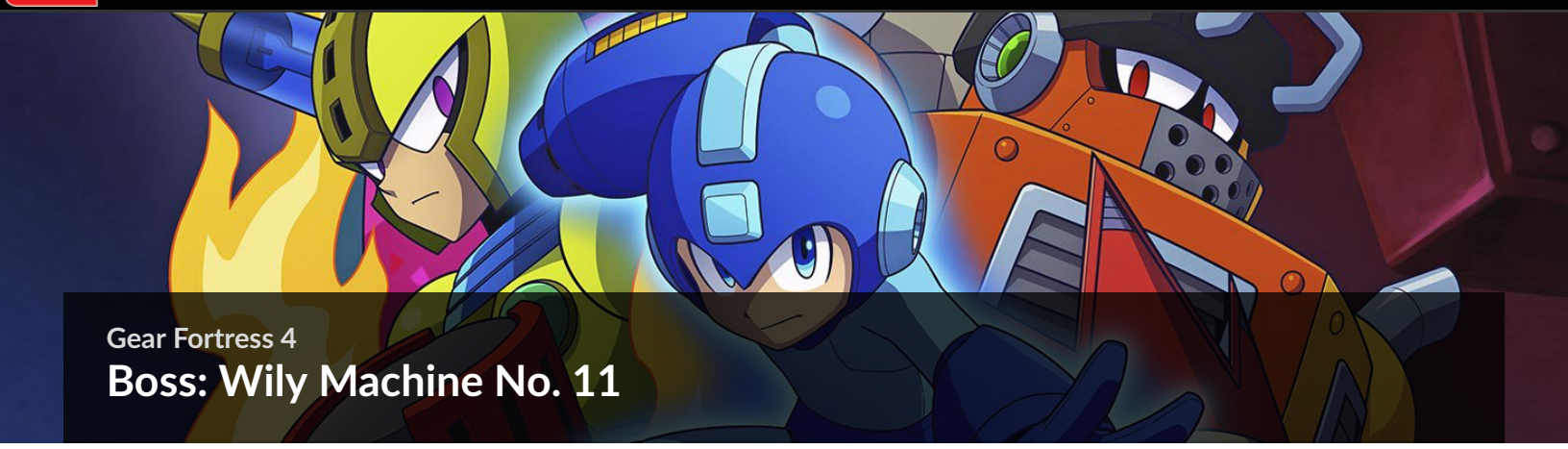
5 If you're on a moving platform, drop down before it moves into the spiked gears.

6 Grab the items and enter the boss area.

EASTER EGG

If you're playing on Superhero difficulty, the topmost item will be replaced with a Yashichi—a one-of-a-kind item that refills both your energy and your weapon energy. The Yashichi is a long-running Mega Man Easter egg. Check out the 30th Anniversary portion of this book for more information on its origins and appearance in previous games!





Gear Fortress 4

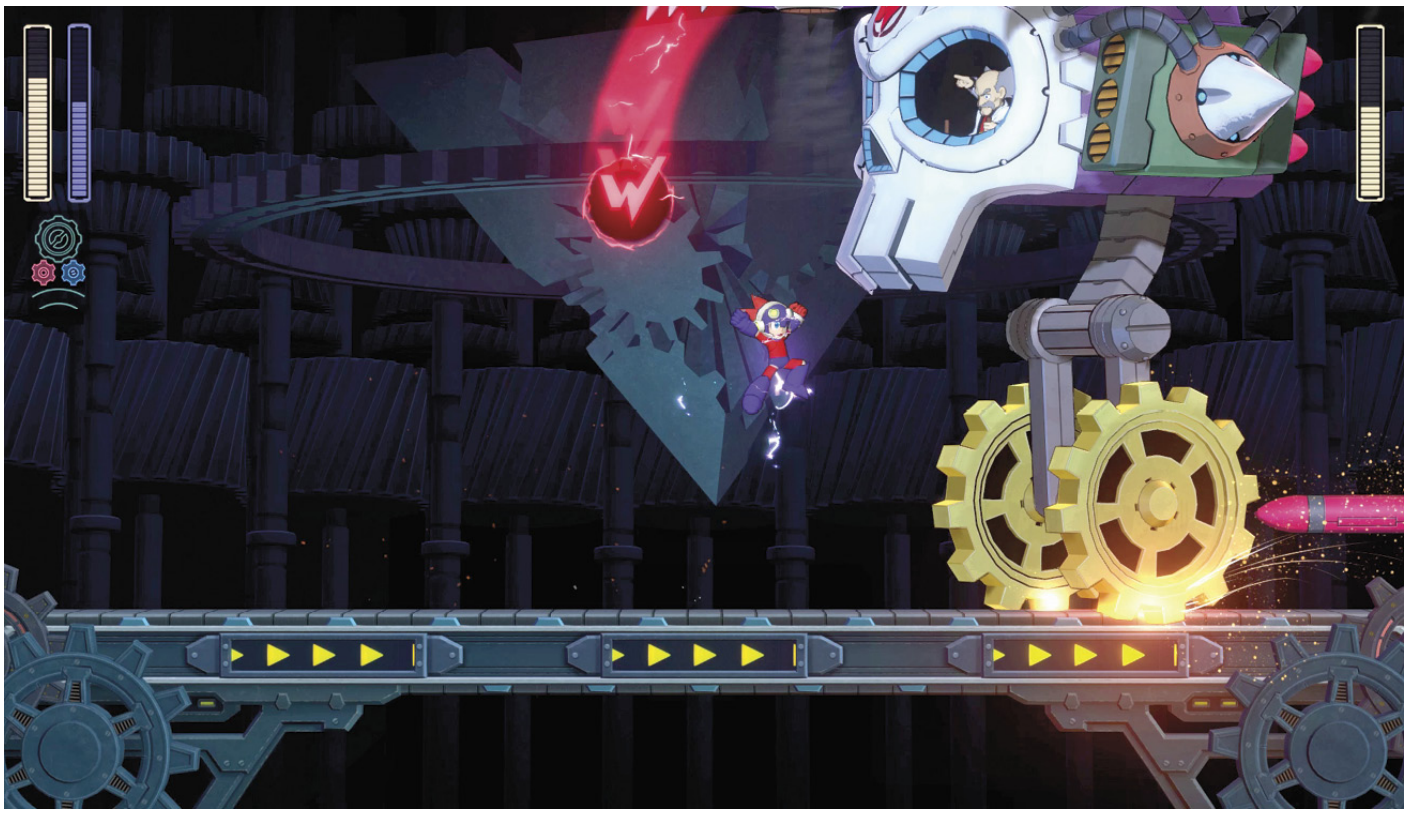
Boss: Wily Machine No. 11

HP: 56

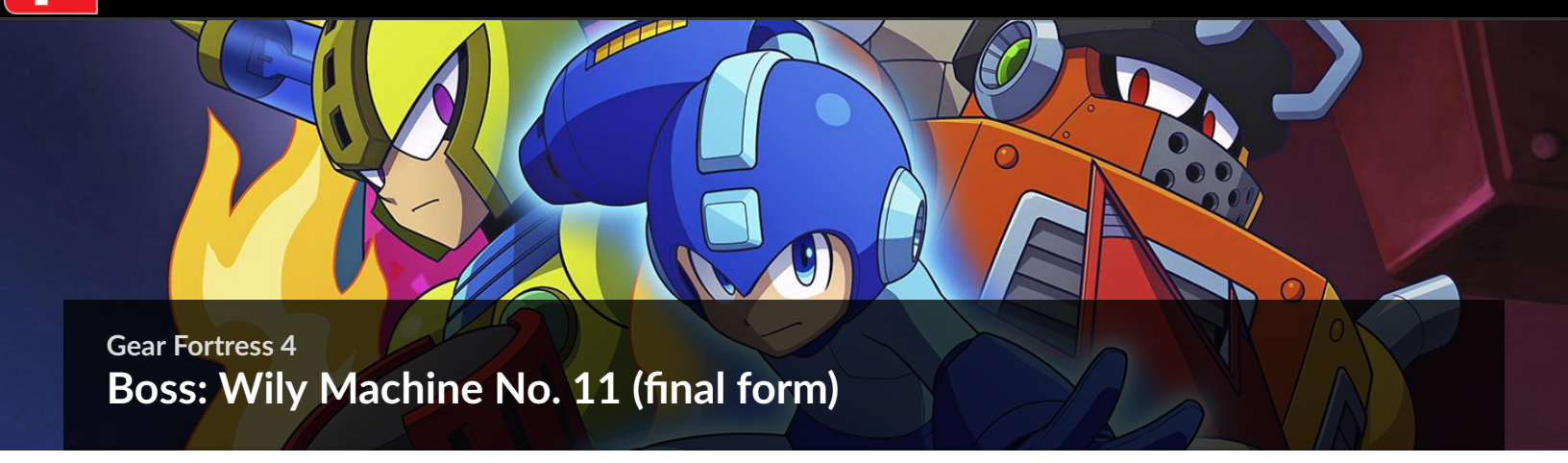
Weakness: Acid Barrier, Chain Blast

The Wily Machine shoots large rockets while moving around the room. It's a massive target but can only be damaged at the skull's eyes.

If it's in range, use the Power Gear with the Acid Barrier to deal critical damage. If it's too high to be shot with the acid bullets, use the Chain Blast, as they'll automatically attach to the Wily Machine's weak point. Using the Acid Barrier has the added advantage of blocking Wily's attacks.



After taking 50 percent damage, the Wily Machine will lower two large gears that it uses as wheels. They, too, are especially vulnerable to the Acid Barrier and Chain Blast, as well as the Pile Driver. When you destroy the gears, the Wily Machine drops to the ground, allowing you to more easily land Acid Barrier shots and finish it off.



Gear Fortress 4

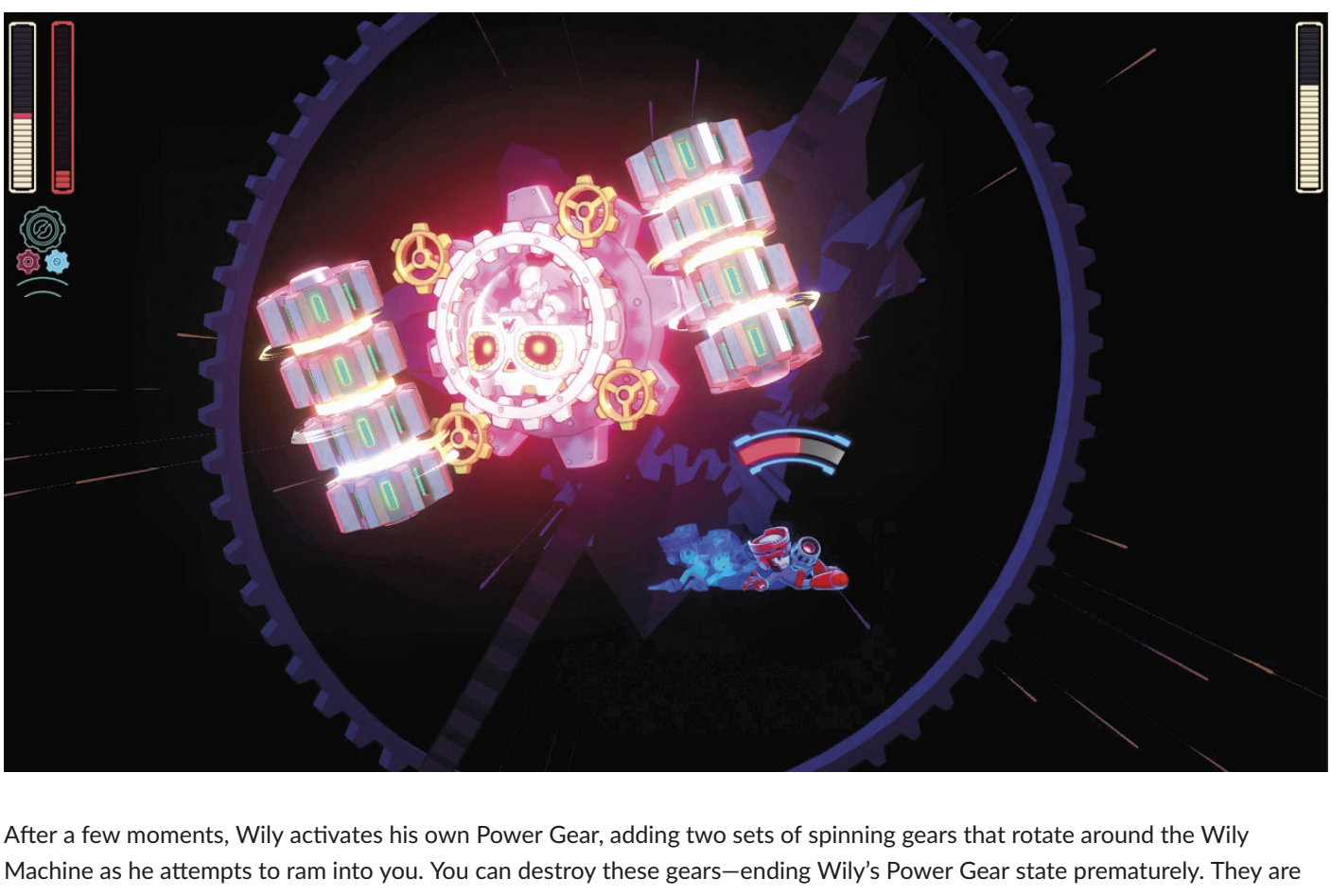
Boss: Wily Machine No. 11 (final form)

HP: 56

Weakness: Acid Barrier, Scramble Thunder

The second form of the Wily Machine No. 11 flies around the room and shoots gears in your direction. If you can't dodge them, you can destroy them. Consider using Bounce Ball or Tundra Storm to clear them quickly.

Aim your Scramble Thunder shots upward when the Wily Machine is within range, but save the Power Gear.

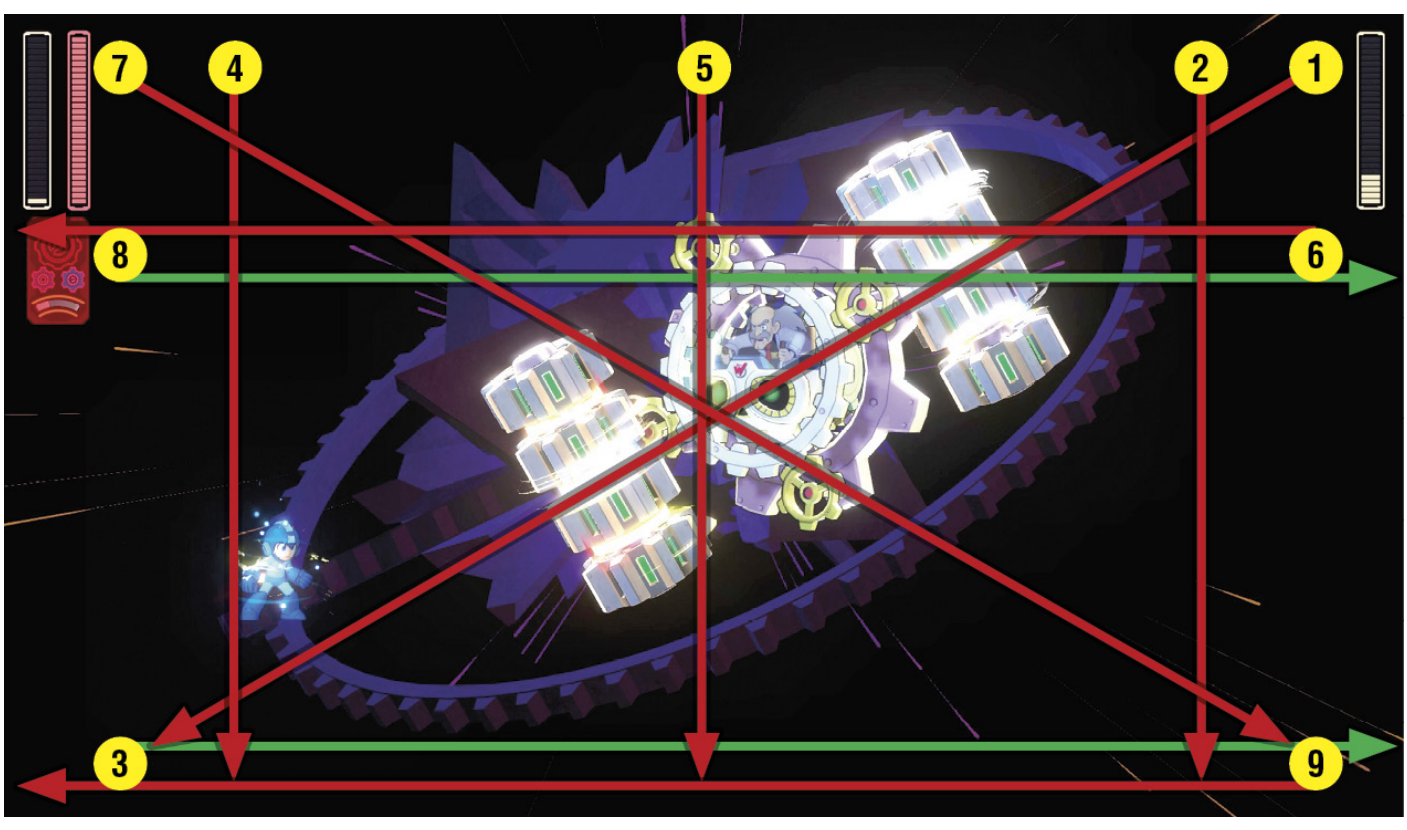


After a few moments, Wily activates his own Power Gear, adding two sets of spinning gears that rotate around the Wily Machine as he attempts to ram into you. You can destroy these gears—ending Wily's Power Gear state prematurely. They are vulnerable to the Chain Blast and Pile Driver as well. Use the Power Gear to destroy both gears. If you do not destroy them within 30 seconds, Wily's Power Gear state automatically ends.

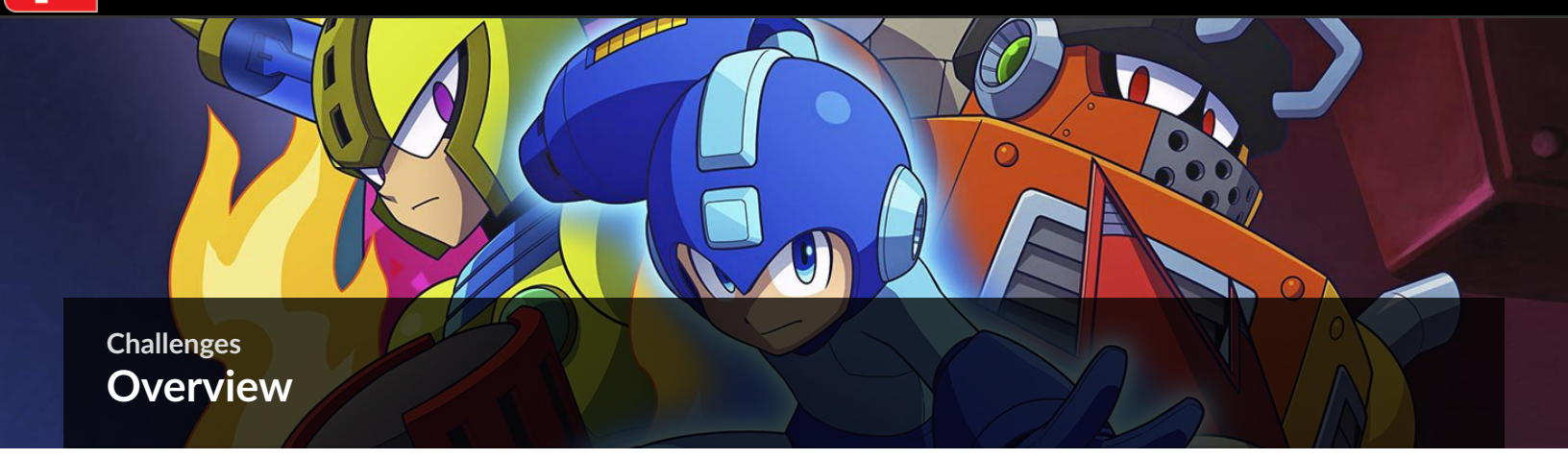
The Wily Machine can also activate the Speed Gear, orbiting around Mega Man very quickly and shooting more projectile gears.

Once the Wily Machine's health has been reduced to less than 30 percent, it activates the Double Gear and begins teleporting rapidly, charging in a straight line and then disappearing. The Power Gear's spinning gears will be activated and can be destroyed again, though you must act quickly in order to land a hit.

The order and direction the Wily Machine 11 attacks from is shown in the adjacent numbered screenshot:



Once you reduce the Wily Machine's health to 0, you win the game!



Challenges
Overview

Mega Man 11 includes a large variety of challenges, available via the Extra Modes option in the Main menu. Almost all challenges have online leaderboards where you can compare your best times and scores against the rest of the world!

Don't look at these strictly as post-game distractions; rather, look at them as vital exercises in becoming an efficient Mega Man 11 player—whether it's practice fighting a single boss or learning to quickly associate each enemy with its weakness.

Difficulty

All challenges except for Mega Boss Rush are set to Normal difficulty.

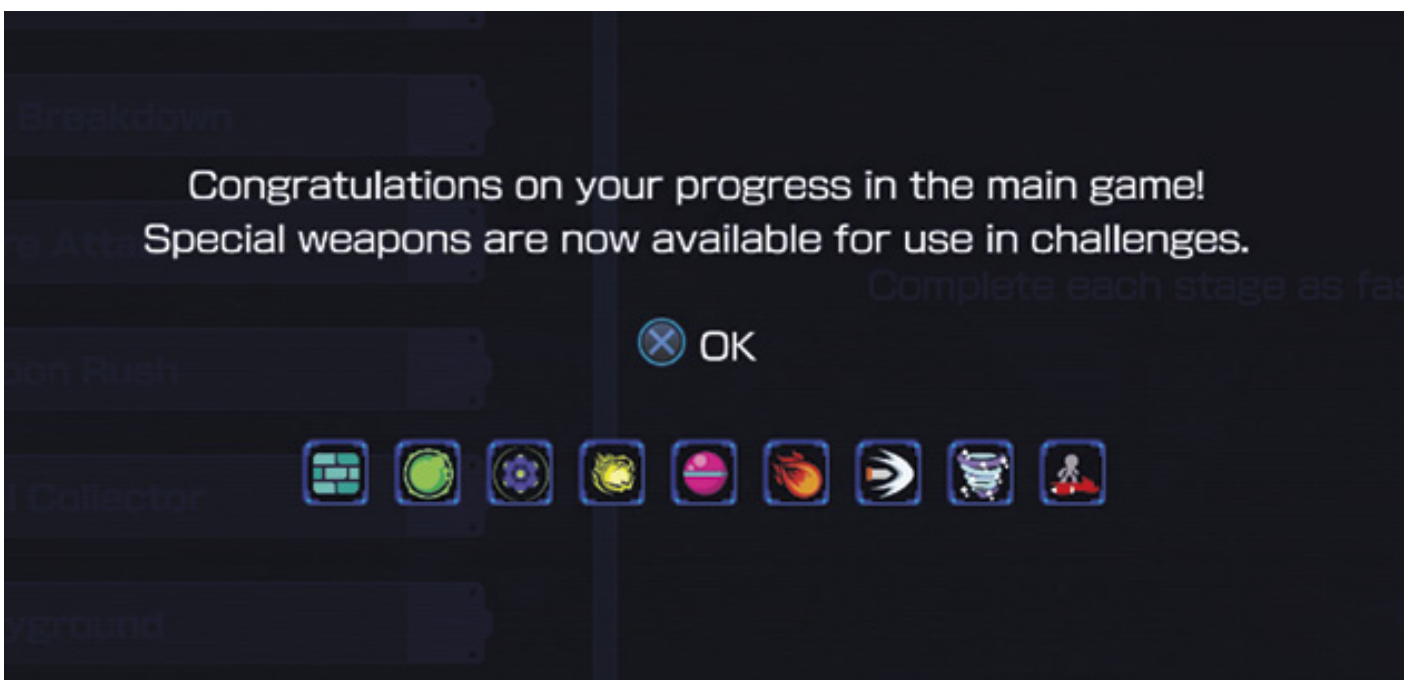
Time Limits

Each challenge type has a time limit. If the timer runs out, you immediately fail the challenge. For example, all Time Attack stages have a time limit of 10 minutes. In the case of Block Man and Bounce Man, this means you'll either score at least a Bronze or fail the stage.

Caution

Don't forget to use the Special Weapon Quick Select, as the timer does not stop in the Menu screen!

Special Weapons



Except where otherwise noted (such as Tank Oven Panic), any Special Weapons that have been obtained in the main game—as well as the Rush Jet—will be equipped to Mega Man in each challenge. The two most important weapons to keep at the ready for virtually any challenge are Pile Driver and Acid Barrier, while Block Dropper and Tundra Storm can help clear the way. Other Special Weapons are primarily reserved for enemies and bosses who are weak to them.

Support Items and Parts

Challenges do not provide any upgrades or support items for Mega Man, so there's no relying on Beat to save you from bottomless pits or having the Speed Gear Booster to help you through deadly platforming sequences.

Double Gear

At this point, it should go without saying that the Double Gear system—especially the Power Gear—should be utilized at every worthwhile opportunity in challenges. Just keep in mind that the timer does not slow down when you use Speed Gear.

Challenge Index

Time Attack

Jump Saver

Buster Breakdown

Score Attack

Medal Collector

Playground: Boyorn Bounce

Playground: Tank Oven Panic

Playground: One Hit Wonders

Playground: Mid-Bosses

Playground: Bosses

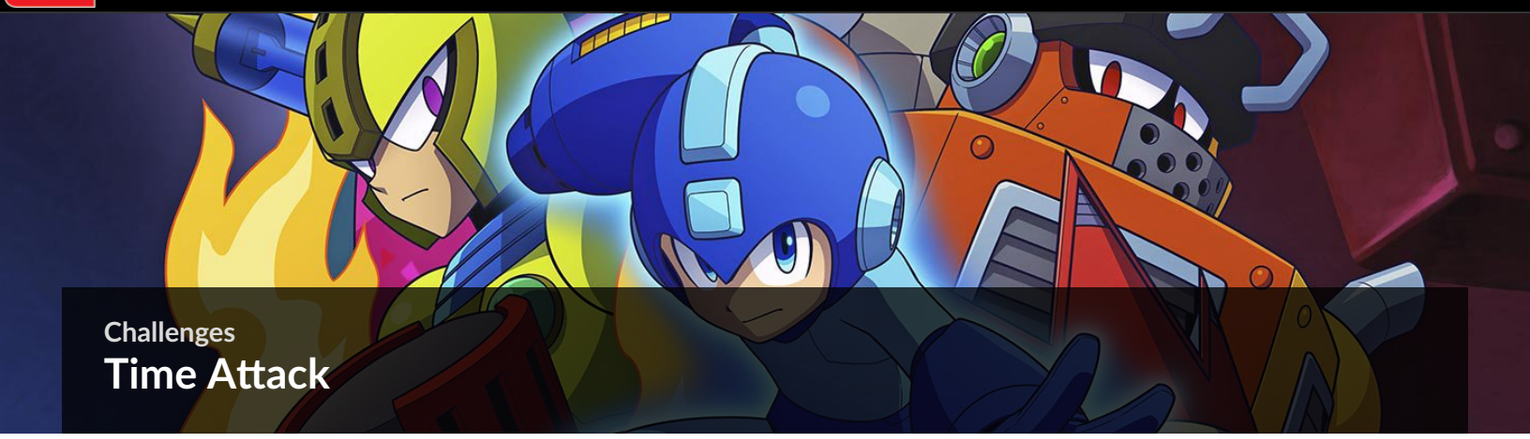
Balloon Rush

Boss Rush

Mega Boss Rush

Dr. Light's Trial

Dr. Light's Endless Trial



Challenges

Time Attack

Objective: Complete each stage as fast as you can!

Time Limit: 10:00:00

Bosses: Enabled

General Strategy

• Sliding is faster than running.

• Keep a Charge Shot ready at nearly all times.

• Use the Acid Barrier to absorb enemy fire.

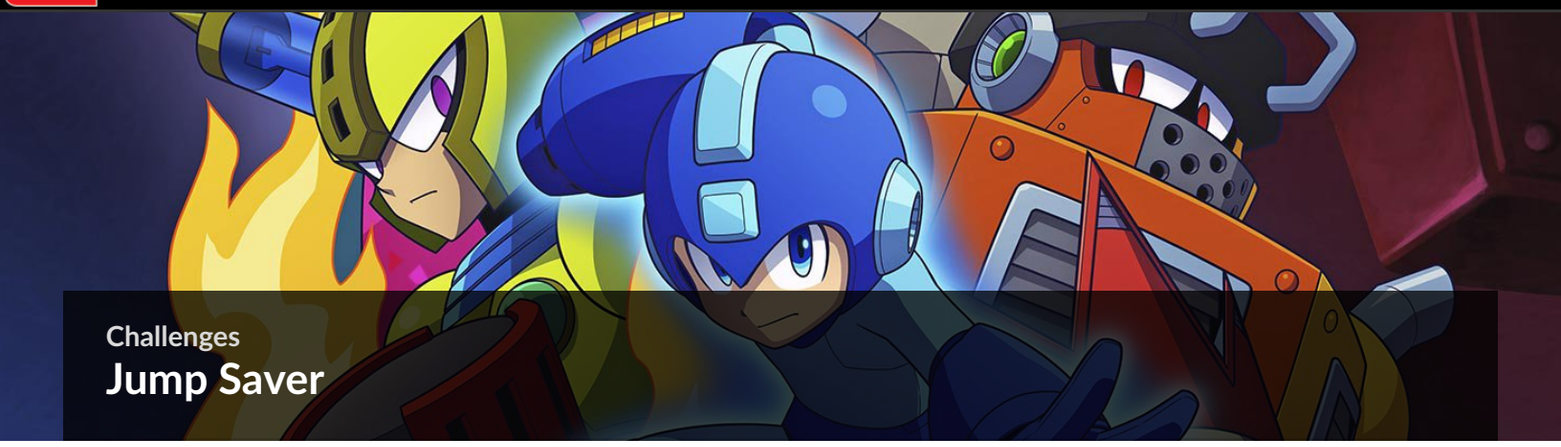
• Use the Pile Driver to charge through enemies and areas quickly.

• Use the Tundra Storm or Block Dropper to destroy hard-to-reach enemies or clear entire rooms.

• If destroying an enemy would cause you to slow down, run or jump past them whenever possible.

• Use the temporary invincibility after taking damage to pass through enemies blocking the way or who have large amounts of HP.

Stage	Rank Goals		
	Gold	Silver	Bronze
Block Man	5:00:00	7:00:00	10:00:00
Acid Man	4:00:00	6:00:00	9:00:00
Blast Man	4:45:00	6:45:00	9:45:00
Fuse Man	4:00:00	6:00:00	9:00:00
Bounce Man	5:45:00	7:45:00	10:00:00
Torch Man	4:30:00	6:30:00	9:30:00
Impact Man	4:45:00	6:45:00	9:45:00
Tundra Man	4:15:00	6:15:00	9:15:00
Gear Fortress 1	4:15:00	6:15:00	9:15:00
Gear Fortress 2	4:45:00	6:45:00	9:45:00



Challenges

Jump Saver

Objective: Get to the boss area using as few jumps as possible.

Time Limit: 12:00:00

Bosses: Mid-Bosses enabled. Stage ends upon reaching Robot Master/Boss room.

General Strategy

• Rather than jumping up to shoot an enemy with a Charge Shot, use a Special Weapon to reach them instead.

• You can skip jumps or entire sections of rooms by using Rush Coil to take shortcuts.

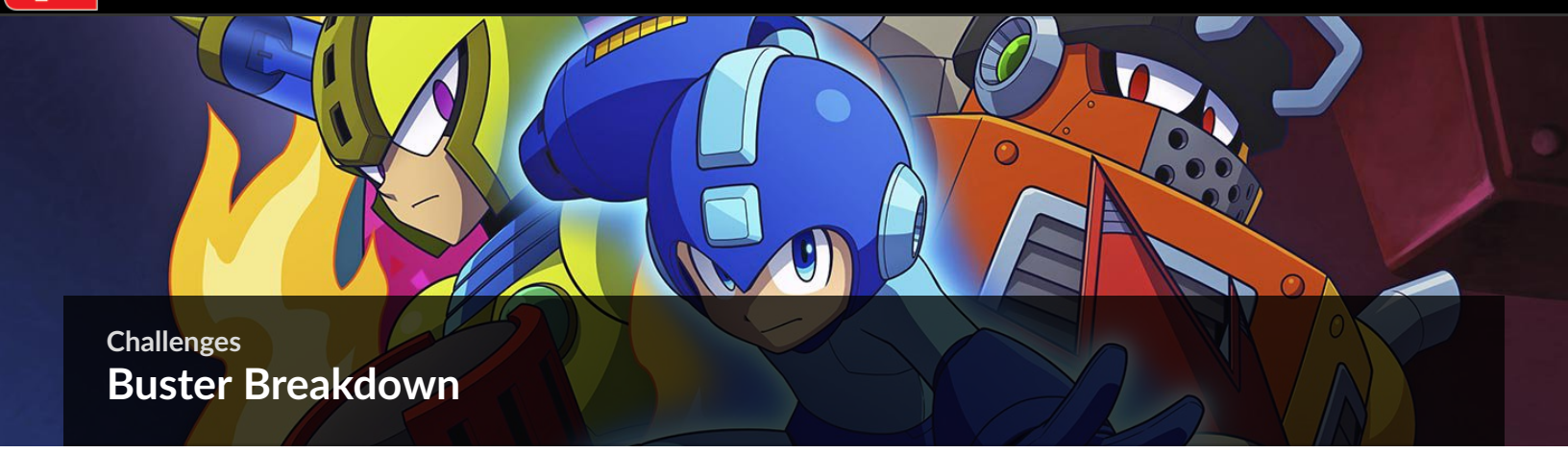
• Find as many chances to use Rush Jet as possible.

• If you're going to do something that requires jumping (Pile Driver, Rush Jet), try to combine it with a mandatory jump, rather than needlessly jumping a second time shortly after.

• If you can afford to lose the HP, you can avoid jumping over some enemies by taking damage instead.

• The Pile Driver can be chained together midair, allowing you to charge across large distances and save several jumps.

Stage	Rank Goals		
	Gold	Silver	Bronze
Block Man	50	65	85
Acid Man	50	65	85
Blast Man	60	75	95
Fuse Man	65	60	100
Bounce Man	45	60	80
Torch Man	75	90	110
Impact Man	55	70	90
Tundra Man	60	75	95
Gear Fortress 1	70	85	105
Gear Fortress 2	60	75	95



Challenges

Buster Breakdown

Objective: Get to the boss area using as few attacks as possible.

Time Limit: 12:00:00

Bosses: Mid-Bosses enabled. Stage ends upon reaching Robot Master/Boss room.

General Strategy

• Avoid anything you don't need to kill, even if it means taking damage sometimes.

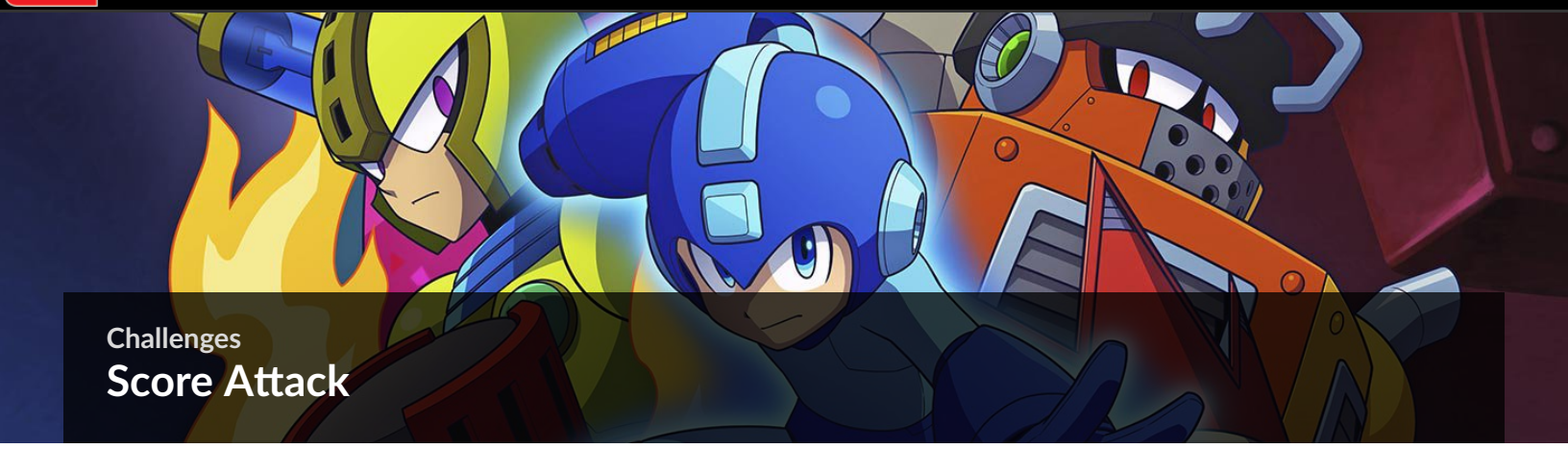
• Any shot from the Mega Buster or a Special Weapon counts against your total!

• If you hold down the Shoot button to charge the Mega Buster, it will still fire a normal shot first. Avoid this by holding down the button at all times when not shooting so that you will start charging the Mega Buster only after each mandatory shot.

• Use every Special Weapon at your disposal as needed. They are often more powerful and faster than the Mega Buster, allowing you to reduce the number of shots used.

• Don't shoot Mid-Bosses while they're invincible from taking damage. Wait a moment for them to stop flashing before your next shot.

Stage	Buster Breakdown Rank Goals		
	Gold	Silver	Bronze
Block Man	30	45	65
Acid Man	20	35	55
Blast Man	20	35	55
Fuse Man	30	45	65
Bounce Man	35	50	70
Torch Man	30	45	65
Impact Man	30	45	65
Tundra Man	15	30	50
Gear Fortress 1	15	30	50
Gear Fortress 2	35	50	70



Challenges

Score Attack

Objective: Defeat enemies and collect all the points you can. Get extra points for defeating multiple enemies in a row!

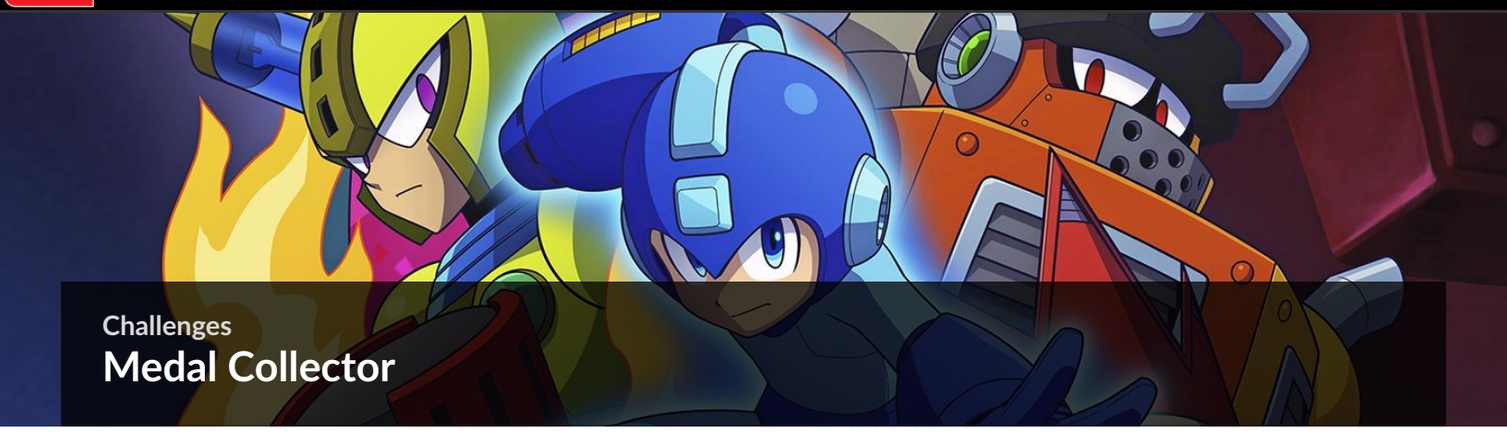
Time Limit: 08:00:00

Bosses: Mid-Bosses enabled. Stage ends upon reaching Robot Master/Boss room.

General Strategy

- Clump enemy kills together for bonus points.
- Find a route that will allow you to destroy every possible enemy.
- Move quickly and don't let too much time pass between enemy kills.
- Reference the enemy data tables in this guide for enemy weaknesses.
- Some Mid-Bosses spawn additional enemies that can be farmed for points—just watch the clock!

Stage	Buster Breakdown Rank Goals		
	Gold	Silver	Bronze
Block Man	24,000	19,000	9,000
Acid Man	27,000	22,000	12,000
Blast Man	36,000	31,000	21,000
Fuse Man	15,000	10,000	5,000
Bounce Man	13,000	8,000	3,000
Torch Man	16,000	11,000	6,000
Impact Man	13,000	8,000	3,000
Tundra Man	18,000	13,000	8,000
Gear Fortress 1	25,000	20,000	10,000
Gear Fortress 2	49,000	44,000	34,000



Challenges

Medal Collector

Objective: Race to collect all eight medals. Don't leave any of them behind; otherwise you'll get sent back!

Time Limit: 12:00:00

Bosses: Enabled

General Strategy

• Many medals are placed in particularly dangerous spots—the Speed Gear, Rush Jet, and Pile Driver are often useful for grabbing them.

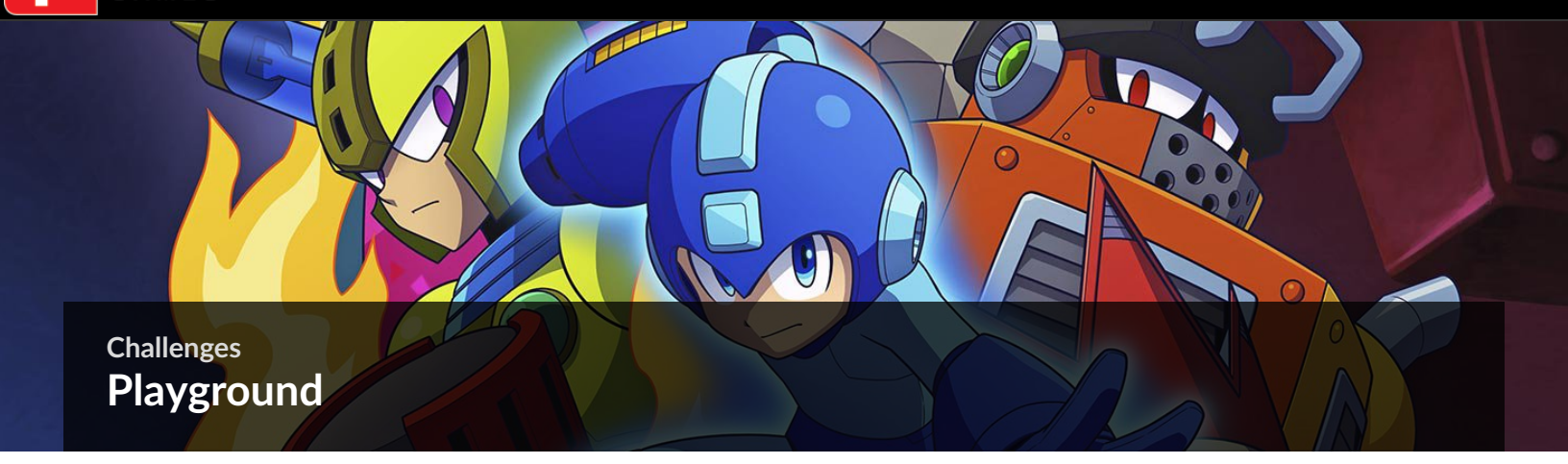
• If you leave a room with a medal still in it, you'll be sent back to the start of that room. The timer does not reset, so you'll lose time if this happens.

• The challenge ends as soon as you grab the eighth medal.

NOTE

All eight medals for each stage are shown on the complete maps in the stages walkthrough section of this guide!

Stage	Rank Goals		
	Gold	Silver	Bronze
Block Man	03:45:00	05:45:00	08:45:00
Acid Man	03:45:00	05:45:00	08:45:00
Blast Man	03:30:00	05:30:00	08:30:00
Fuse Man	03:45:00	05:45:00	08:45:00
Bounce Man	05:00:00	07:00:00	10:00:00
Torch Man	03:45:00	05:45:00	08:45:00
Impact Man	04:00:00	06:00:00	09:00:00
Tundra Man	03:45:00	05:45:00	08:45:00
Gear Fortress 1	03:30:00	05:30:00	08:30:00
Gear Fortress 2	03:45:00	05:45:00	08:45:00



Challenges

Playground

Requirement: Because the Playground challenges center around specific enemies, you must complete the corresponding stage to unlock each challenge.

Objective: Various

Note: Playground challenges do not have leaderboards.

Boyorn Bounce

Objective: Attack the Boyorn and keep it in the air. Don't let it touch the ground or fall in the pits.

Time Limit: 01:00:00

Rank Goals		
Gold	Silver	Bronze
20	15	8

General Strategy

- The Bounce Ball is great for keeping the Boyorn bouncing.
- Try to hit the Boyorn from below; otherwise gravity may cause it to fall down faster than you can hit it again.
- If the Boyorn hits the ground or falls in a pit, the bounce counter resets. Each round gives three tries within the one-minute time limit.

Tank Oven Panic

Objective: Race to get the Tank Oven as far as you can. Dodge enemy projectiles while moving the Tank Oven forward using only your Mega Buster.

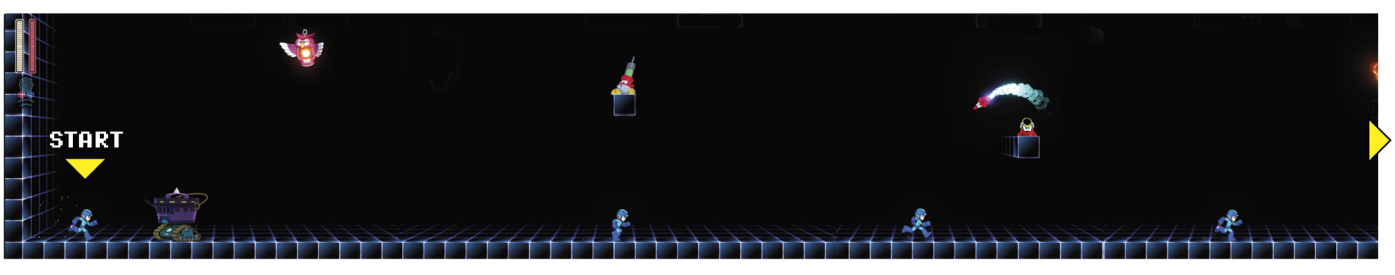
Time Limit: 01:00:00

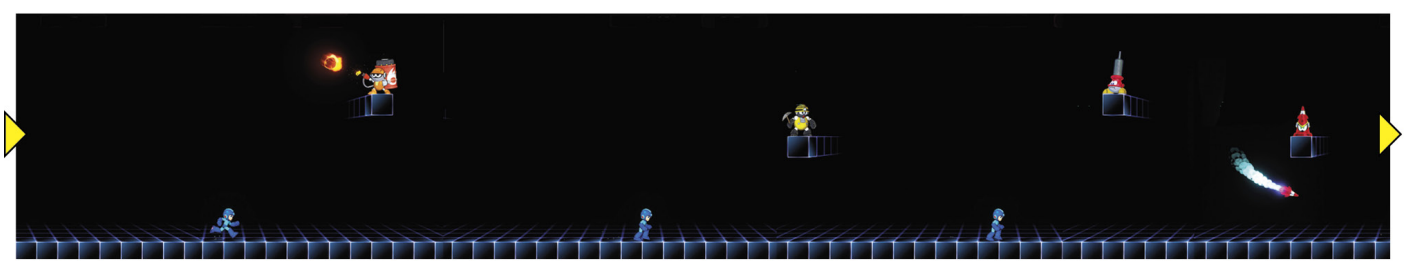
Rank Goals		
Gold	Silver	Bronze
90.00 m	80.00 m	65.00 m

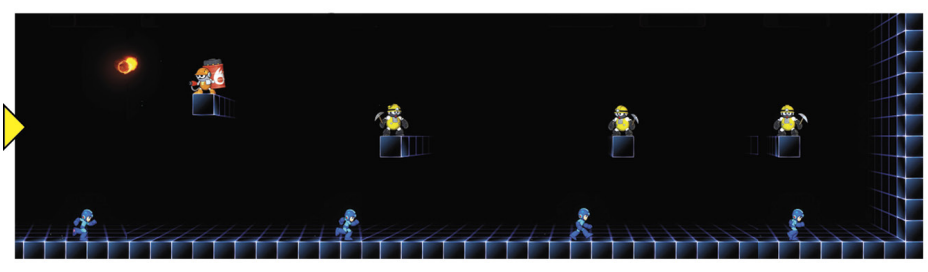
General Strategy

- This is an exercise in dodging multiple attackers while continuously shooting a single target.
- The further you get, the more enemies you'll face. Consult the map to see what to expect.
- Because the Tank Oven will begin to move forward when it's not being shot, consecutive normal shots are better than Charge Shots.
- Stand directly in front of the Tank Oven to avoid its carrot attack.

Tank Oven Panic Map







One Hit Wonders

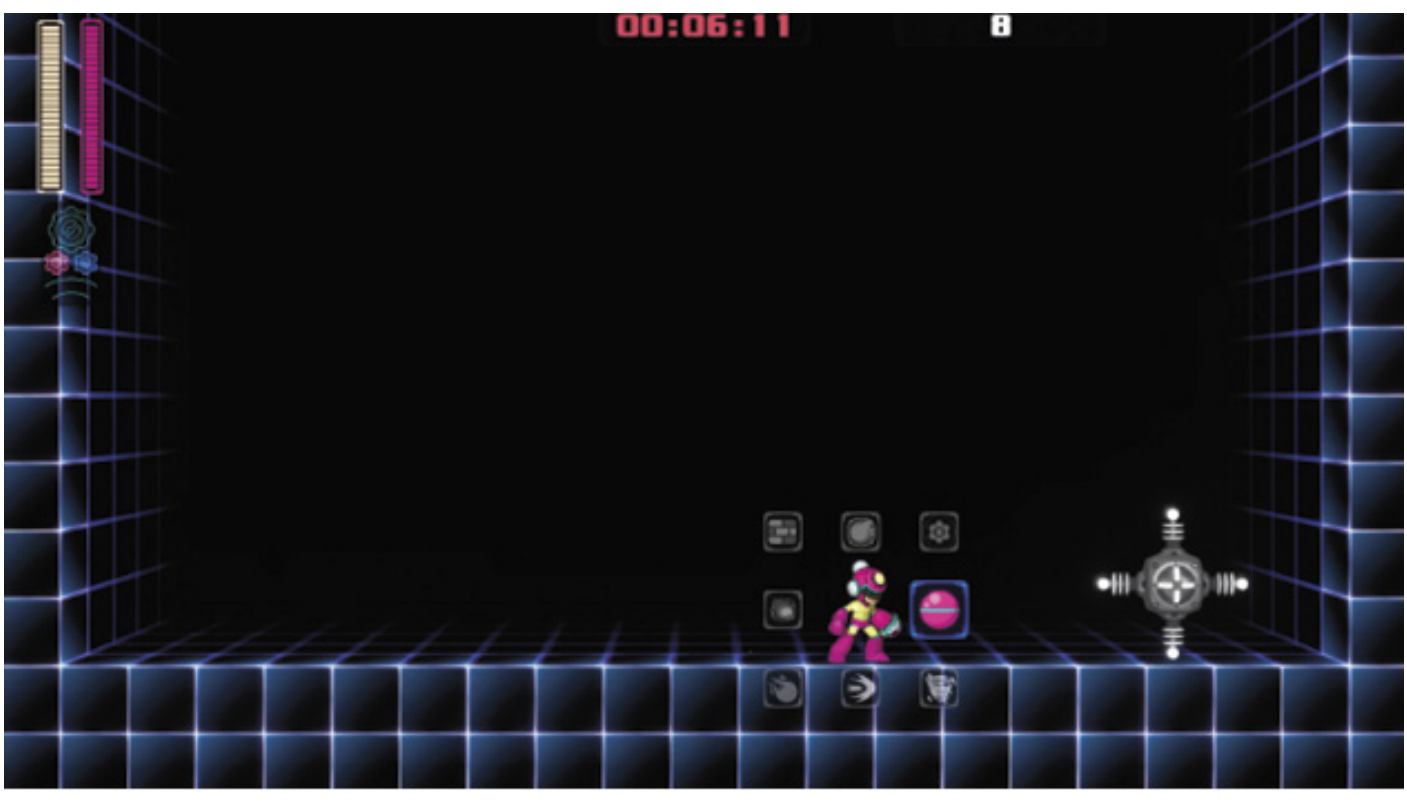
Objective: Destroy frozen enemies one after another! The catch? You can only destroy them using the weapon they're weak against. Switch fast and defeat as many as you can!

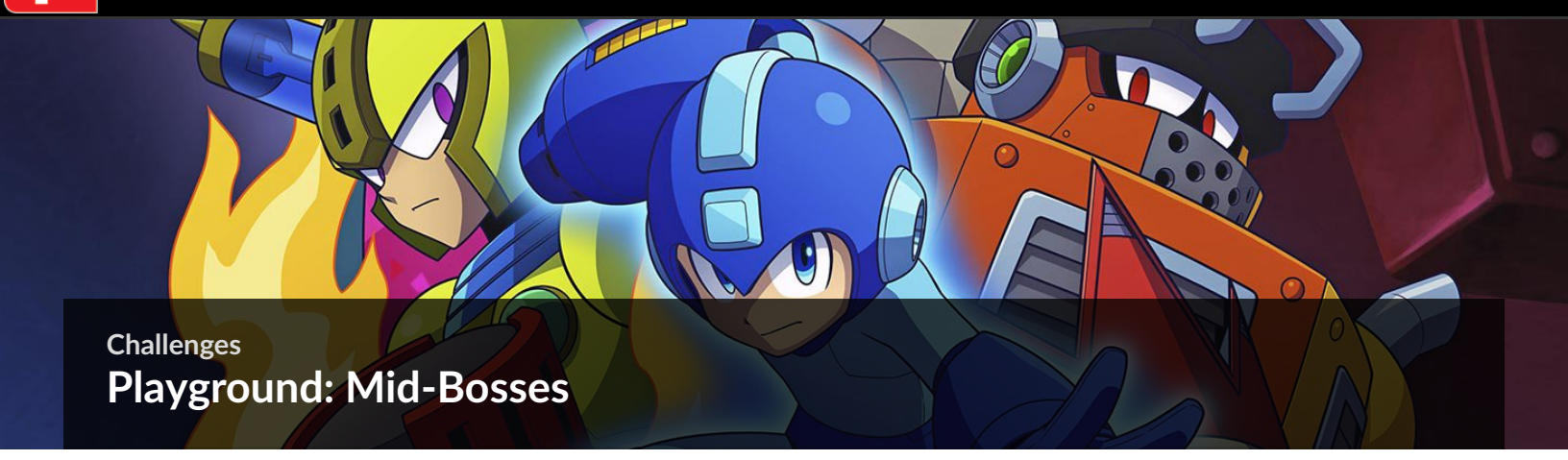
Time Limit: 01:00:00

Rank Goals		
Gold	Silver	Bronze
20	15	8

General Strategy

- Check out the Enemy Gallery for each enemy's weakness.





Challenges

Playground: Mid-Bosses

Objective: Defeat the Mid-Boss as fast as you can!

Time Limit: 03:00:00

General Strategy

- Use the Power Gear!

- Consult the Mid-Boss sections in the walkthrough or the Enemy Gallery chapter for more details.

Mid-Boss: Totemer

Weakness: Chain Blast

Mid-Boss	Medal Collector Rank Goals		
	Gold	Silver	Bronze
Totemer	00:30:00	01:30:00	02:30:00

Mid-Boss: Cyclone W

Weakness: Block Dropper

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Cyclone W	00:30:00	01:30:00	02:30:00

Mid-Boss: Thrill Twins

Weakness: Scramble Thunder, Tundra Storm, Chain Blast

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Thrill Twins	00:30:00	01:30:00	02:30:00

Mid-Boss: Dread Spark

Weakness: Chain Blast

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Dread Spark	00:30:00	01:30:00	02:30:00

Mid-Boss: Frog Balloon

Weakness: Block Dropper, Pile Driver, Blazing Torch

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Frog Balloon	00:30:00	01:30:00	02:30:00

Mid-Boss: Sparkey

Weakness: Tundra Storm

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Sparkey	00:30:00	01:30:00	02:30:00

Mid-Boss: Pickman Digger

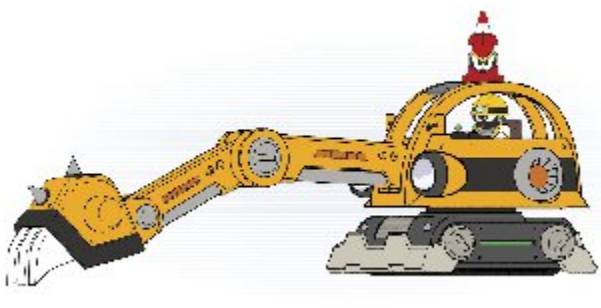
Weakness: Block Dropper, Chain Blast

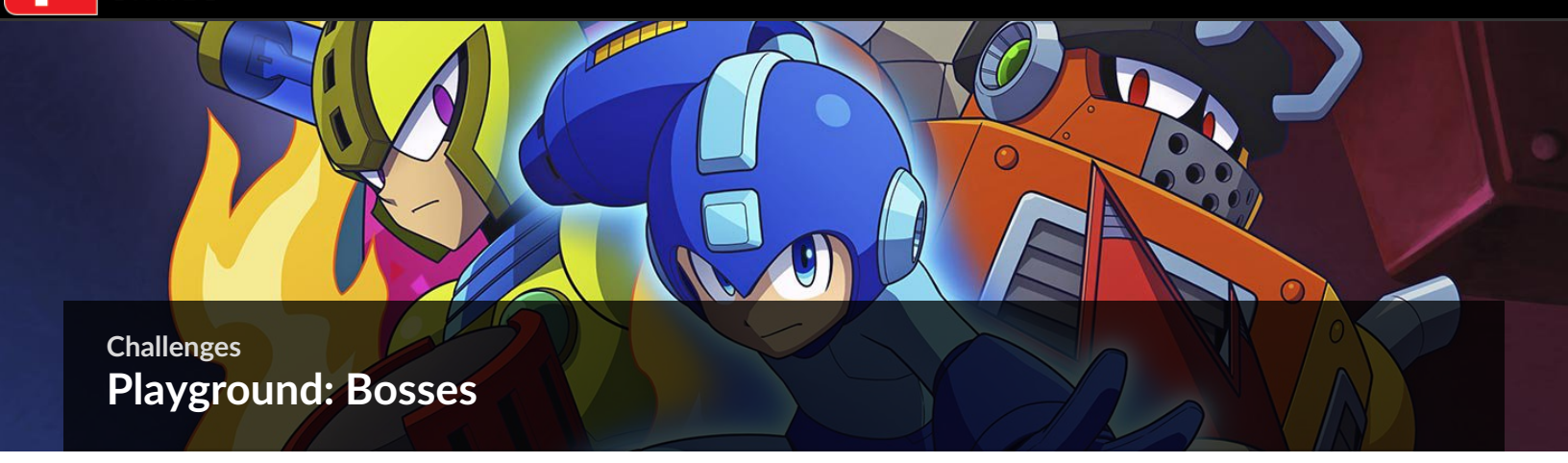
Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Pickman Digger	00:30:00	01:30:00	02:30:00

Mid-Boss: Mecha-Mammostal

Weakness: Scramble Thunder, Chain Blast

Mid-Boss	Rank Goals		
	Gold	Silver	Bronze
Mecha-Mammostal	00:30:00	01:30:00	02:30:00





Challenges

Playground: Bosses

Objective: Defeat the boss as fast as you can!

Time Limit: 05:00:00

General Strategy

• Consult the boss sections in the walkthrough or the Enemy Gallery chapter for more details.

Boss Battle: Block Man

Weakness: Chain Blast

Boss	Rank Goals		
	Gold	Silver	Bronze
Block Man	01:00:00	03:00:00	05:00:00

Boss Battle: Acid Man

Weakness: Block Dropper

Boss	Rank Goals		
	Gold	Silver	Bronze
Acid Man	01:00:00	03:00:00	05:00:00

Boss Battle: Blast Man

Weakness: Blazing Torch

Boss	Rank Goals		
	Gold	Silver	Bronze
Blast Man	01:00:00	03:00:00	05:00:00

Boss Battle: Fuse Man

Weakness: Bounce Ball

Boss	Rank Goals		
	Gold	Silver	Bronze
Fuse Man	01:00:00	03:00:00	05:00:00

Boss Battle: Bounce Man

Weakness: Pile Driver

Boss	Rank Goals		
	Gold	Silver	Bronze
Bounce Man	01:00:00	03:00:00	05:00:00

Boss Battle: Torch Man

Weakness: Tundra Storm

Boss	Rank Goals		
	Gold	Silver	Bronze
Torch Man	01:00:00	03:00:00	05:00:00

Boss Battle: Impact Man

Weakness: Acid Man

Boss	Rank Goals		
	Gold	Silver	Bronze
Impact Man	01:00:00	03:00:00	05:00:00

Boss Battle: Tundra Man

Weakness: Scramble Thunder

Boss	Rank Goals		
	Gold	Silver	Bronze
Tundra Man	01:00:00	03:00:00	05:00:00

Boss Battle: Yellow Devil MK-III

Weakness: Chain Blast

Boss	Rank Goals		
	Gold	Silver	Bronze
Yellow Devil MK-II	01:00:00	03:00:00	05:00:00

Boss Battle: Mawverne

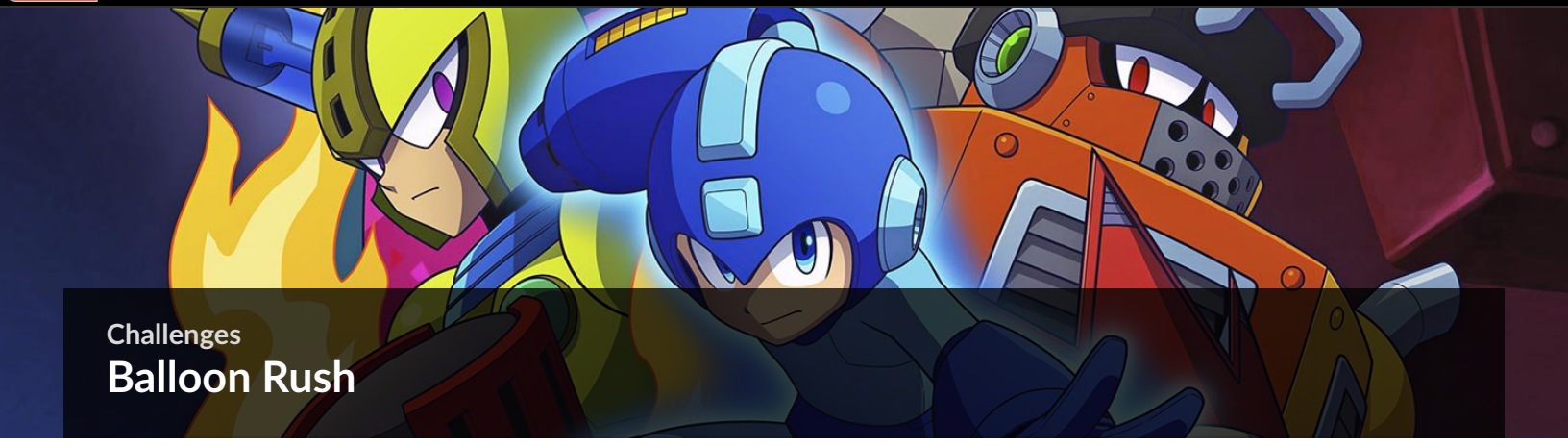
Weakness: Bounce Ball

Boss	Rank Goals		
	Gold	Silver	Bronze
Mawverne	01:00:00	03:00:00	05:00:00

Boss Battle: Wily Machine 11

Weakness: Acid Barrier, Chain Blast, Pile Driver

Boss	Rank Goals		
	Gold	Silver	Bronze
Wily Machine 11	02:30:00	03:30:00	05:00:00



Challenges

Balloon Rush

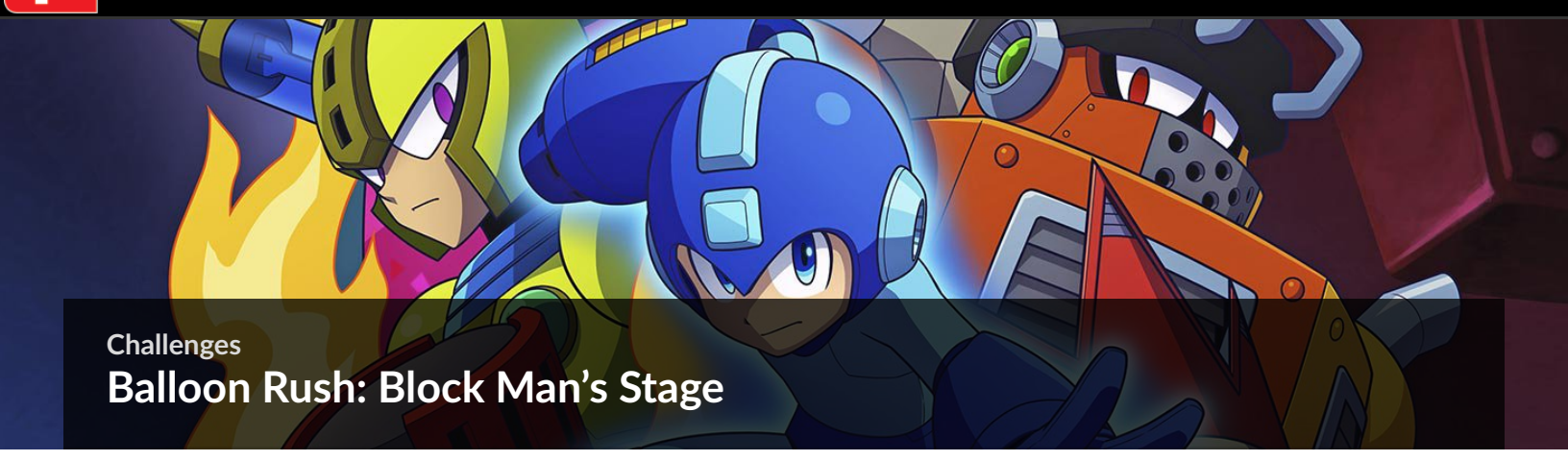
Objective: Run through the stage and attack the blue balloons. If you hit the red balloons or miss the blue balloons, you'll get a time penalty. Any hit will burst a balloon—use your Mega Buster or just run into them!

Time Limit: 12:00:00

Bosses: Disabled

General Strategy

- Each red balloon adds 10 seconds to the timer.
- Do not leave ANY blue balloons behind! They will add 30 seconds EACH upon leaving the room.
- Be selective with your weapons—stray shots can accidentally hit red balloons.
- Familiarize yourself with Mega Man's slide. It's required for many sections, but Mega Man stands up at the end of the slide, which can cause him to pop red balloons if not timed properly.
- Unlike enemies, balloons do not despawn, so you can shoot them even when they're off-screen.
- Stay calm. It's harder than it looks.

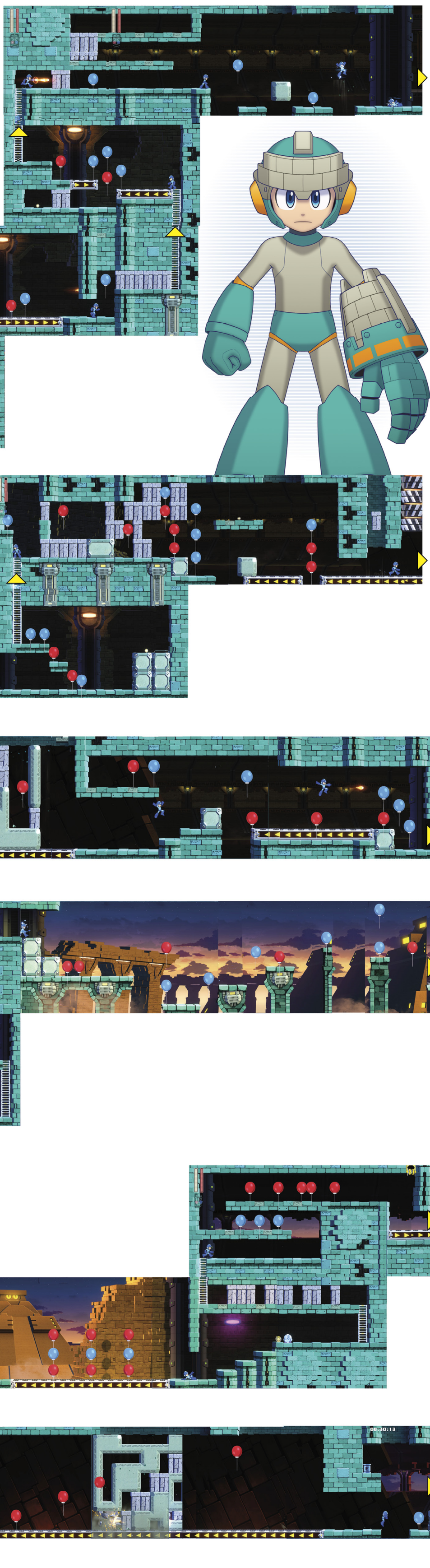


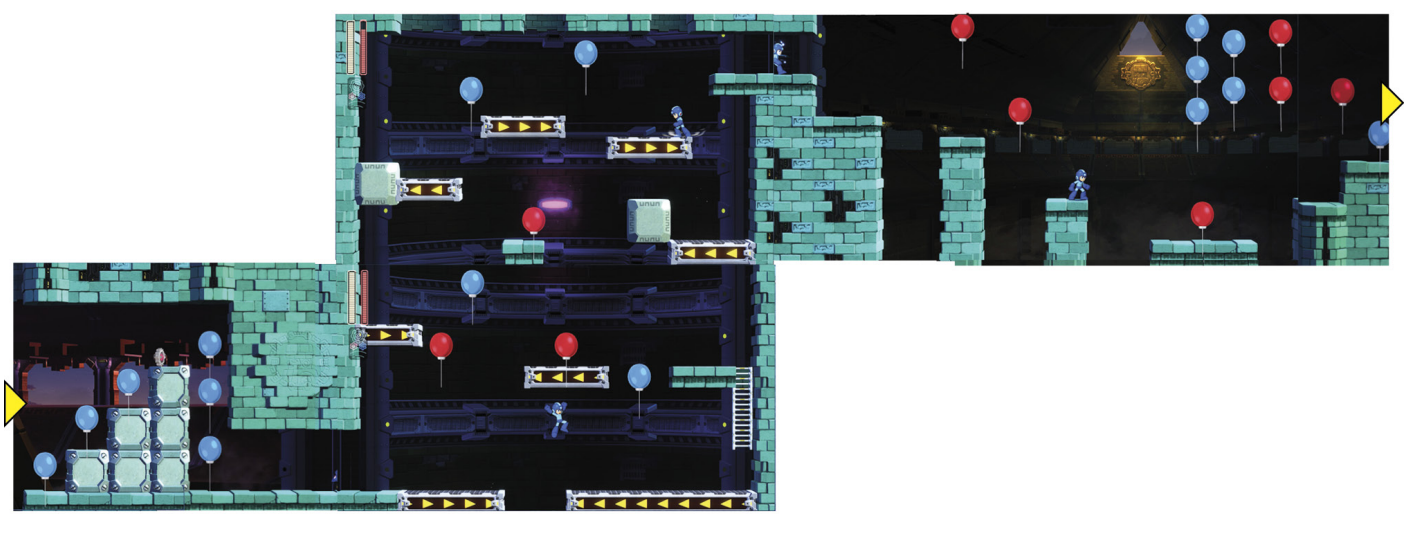
Challenges

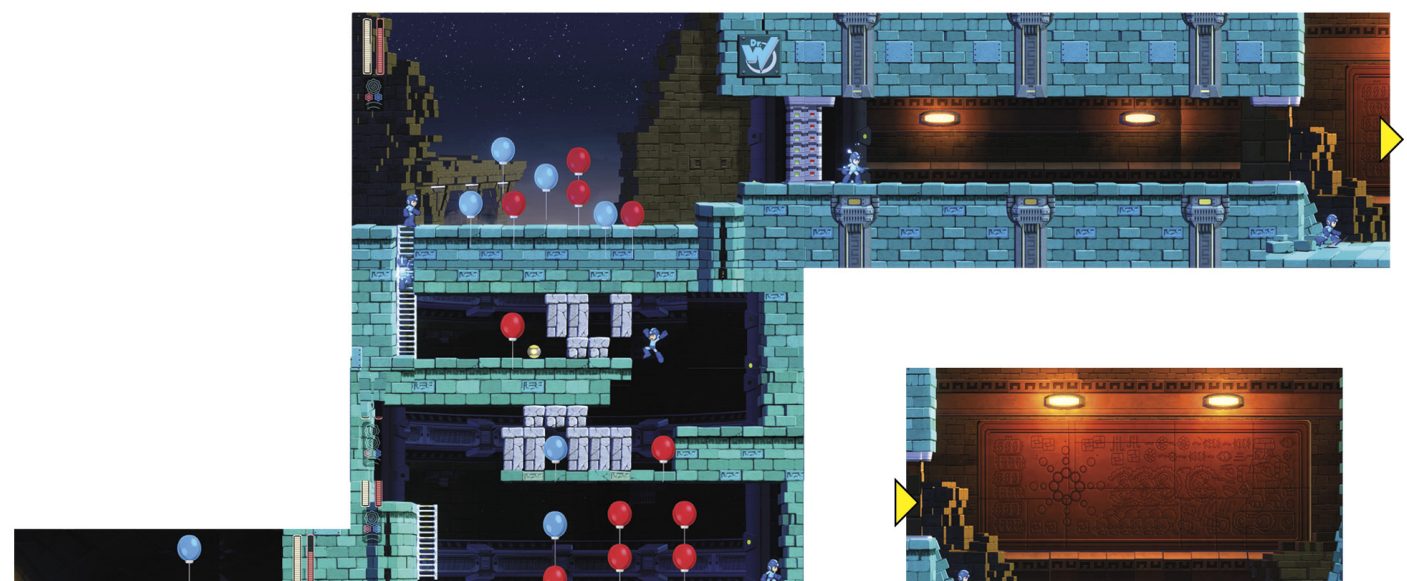
Balloon Rush: Block Man's Stage

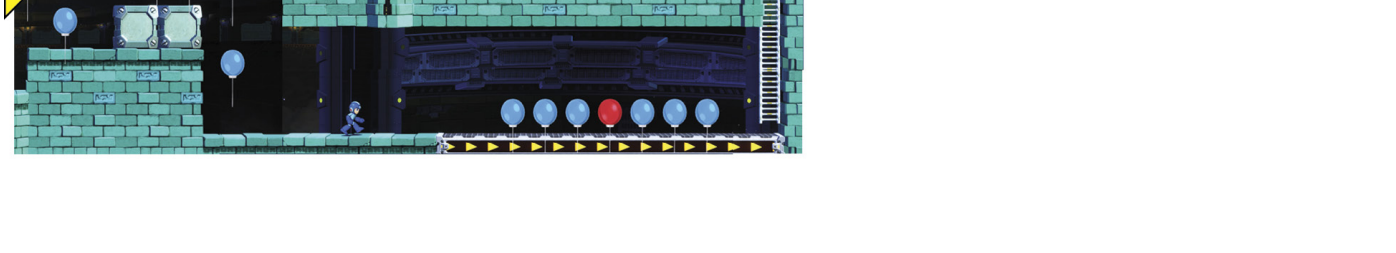
Rank Goals

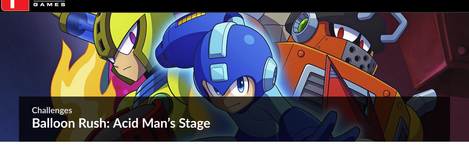
Gold	Silver	Bronze
04:15:00	06:15:00	09:15:00







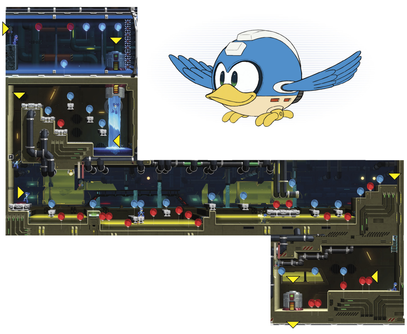


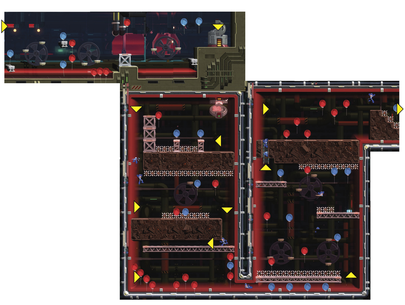


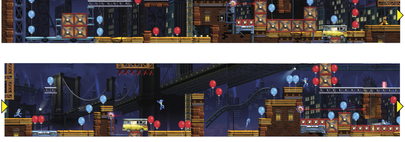
Challenges

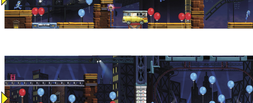
Balloon Rush: Acid Man's Stage

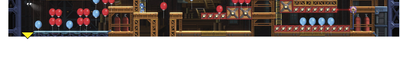
Rank Goals		
Gold	Silver	Bronze
04:00:00	06:00:00	09:00:00

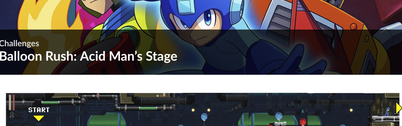


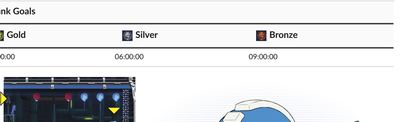


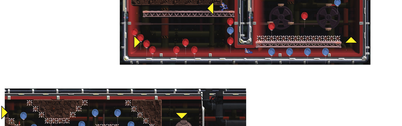


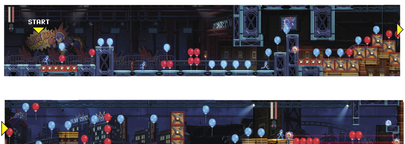


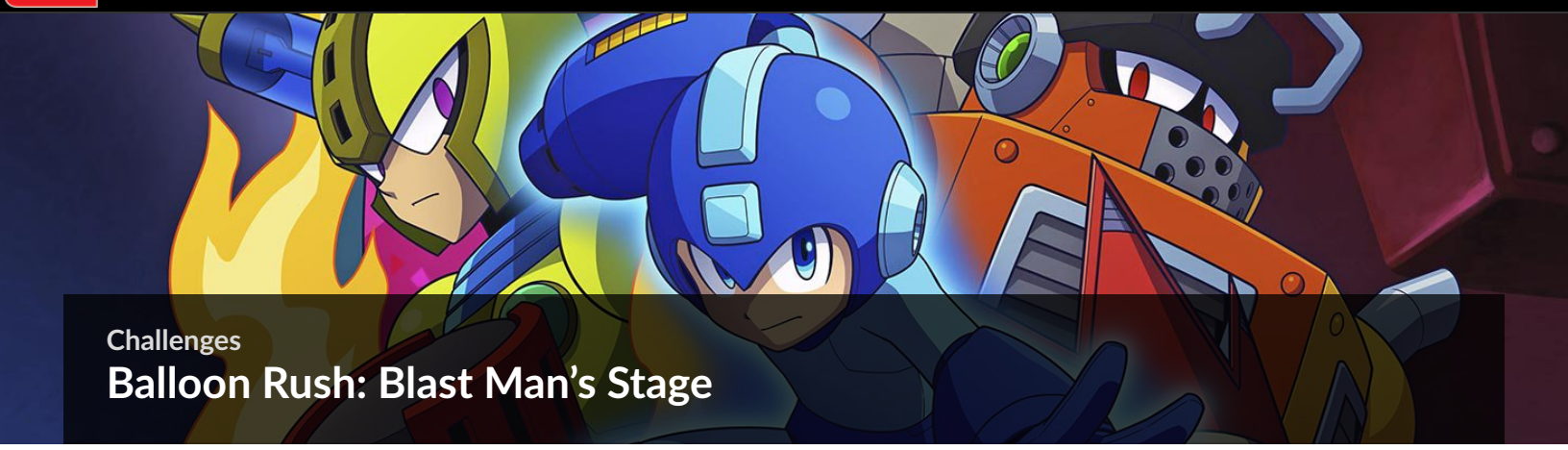










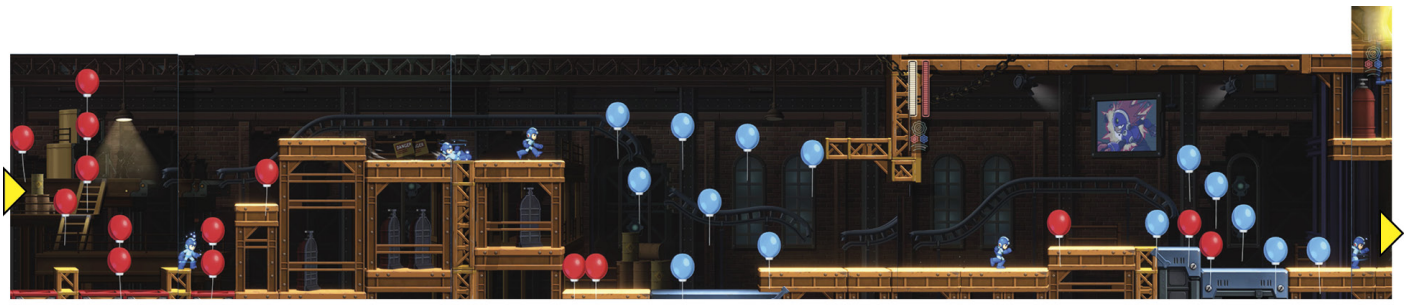


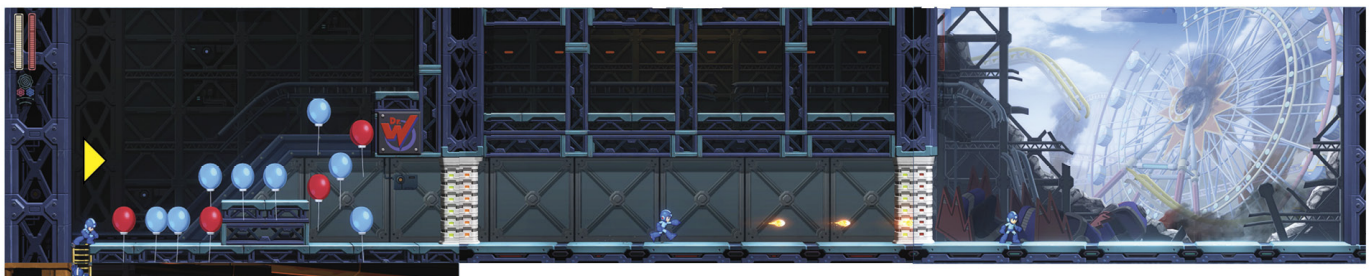
Challenges

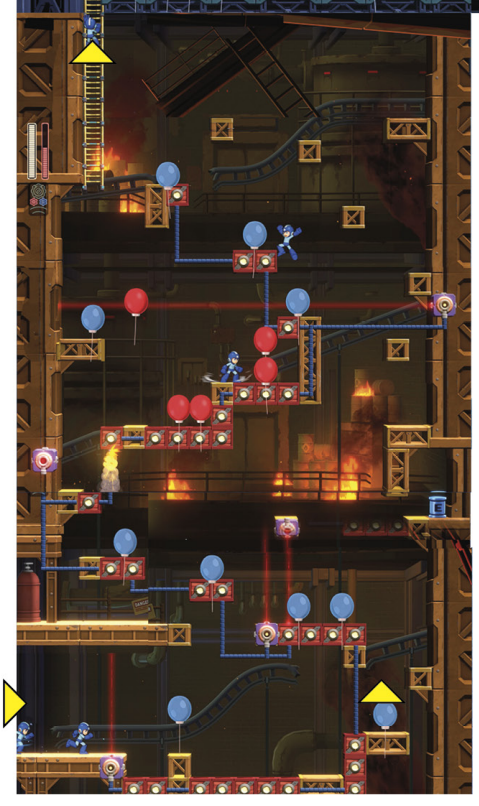
Balloon Rush: Blast Man's Stage

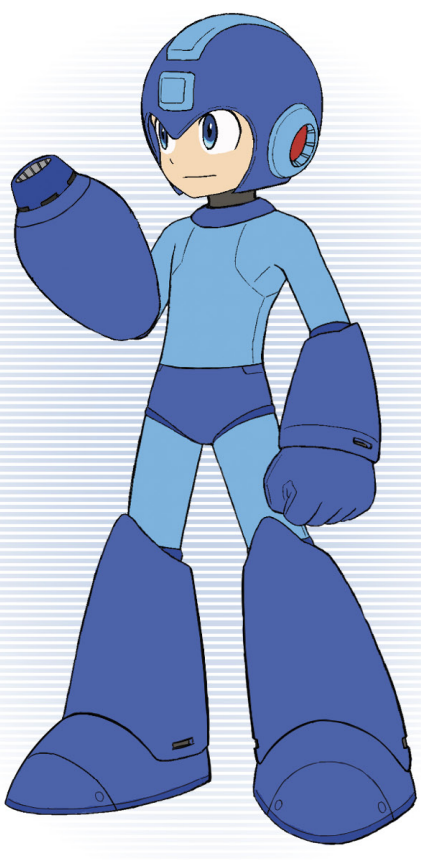
Rank Goals

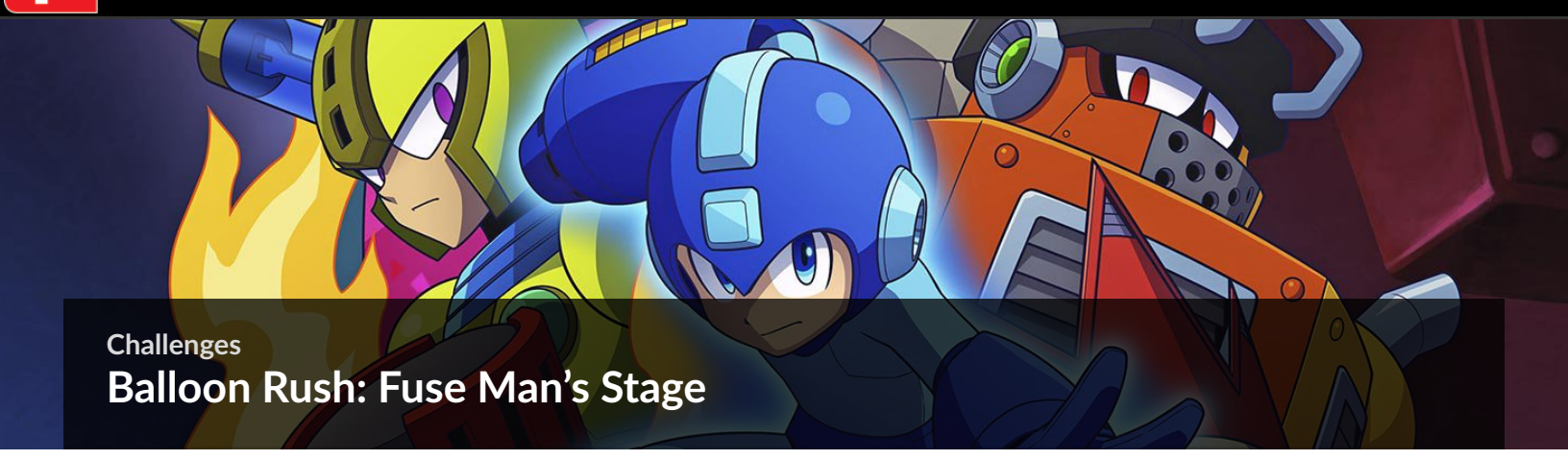
Gold	Silver	Bronze
03:45:00	05:45:00	08:45:00





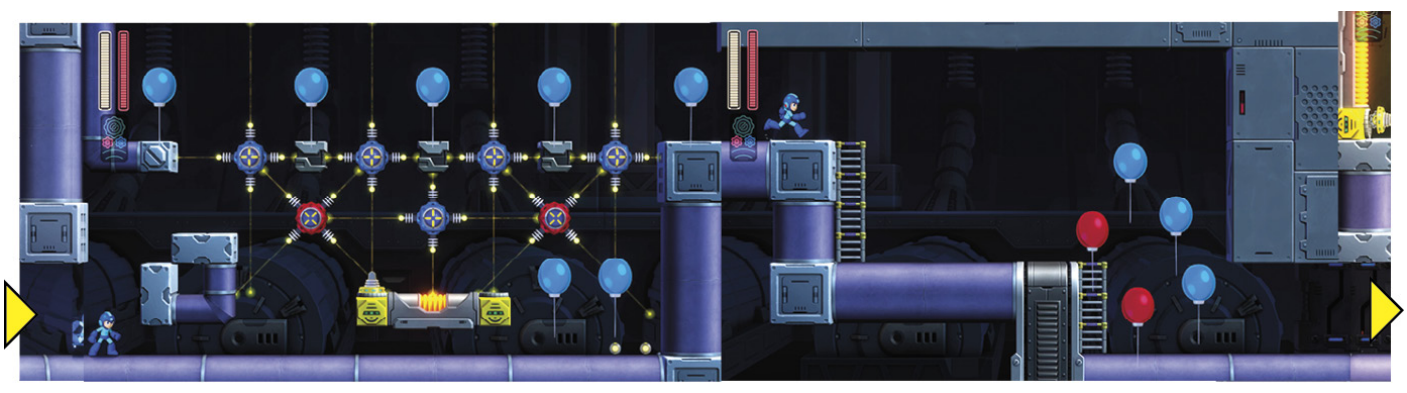


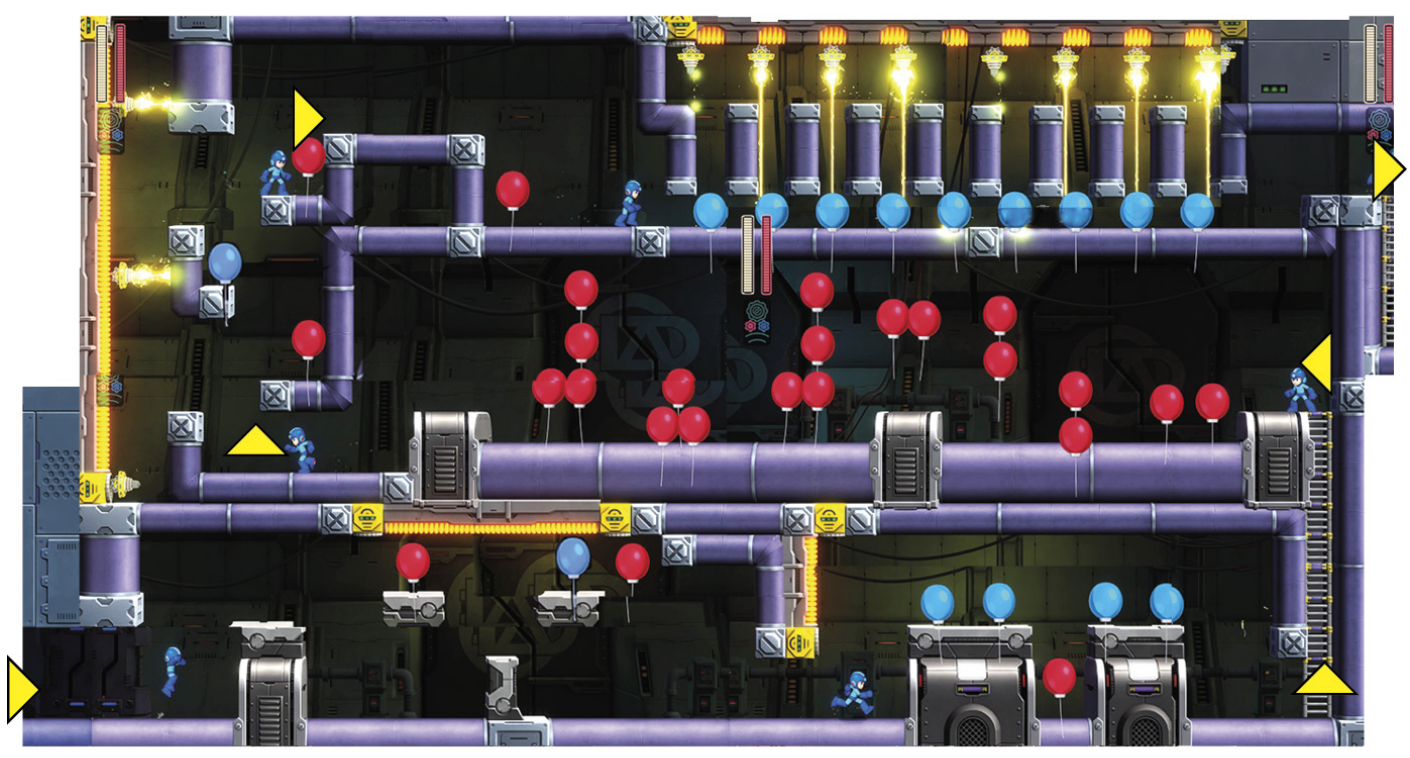




Challenges

Balloon Rush: Fuse Man's Stage





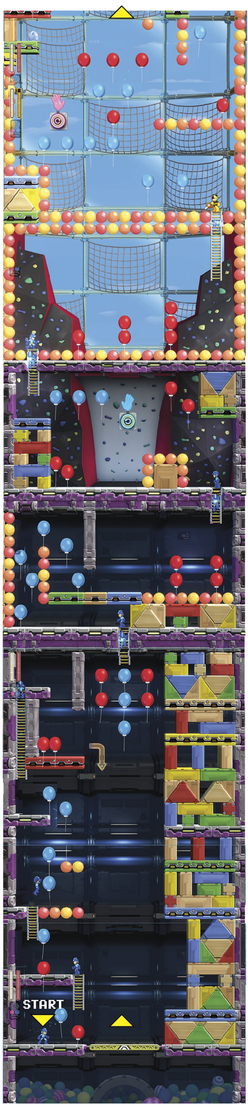
Rank Goals		
Gold	Silver	Bronze
04:00:00	06:00:00	09:00:00

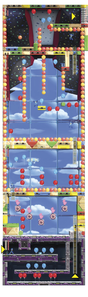
Challenges

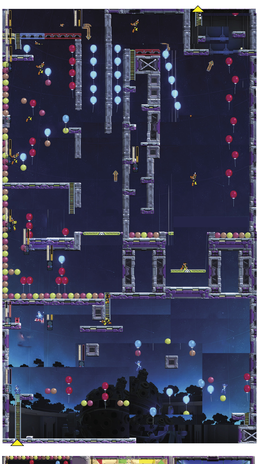
Balloon Rush: Bounce Man's Stage

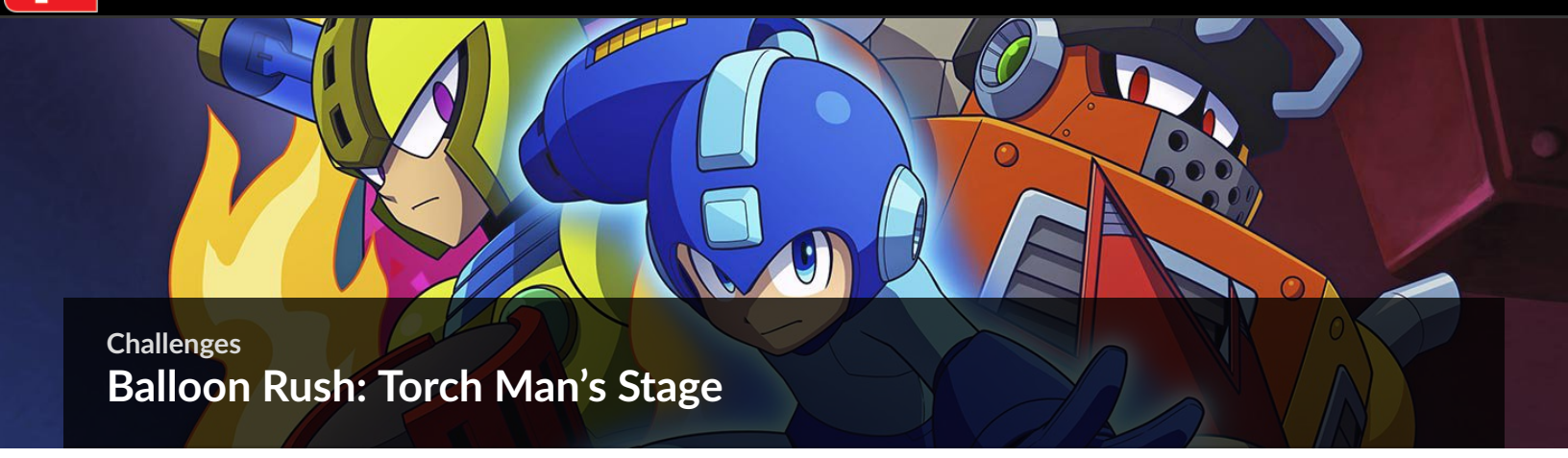
Rank Goals

Gold	Silver	Bronze
05:30:00	06:30:00	09:30:00







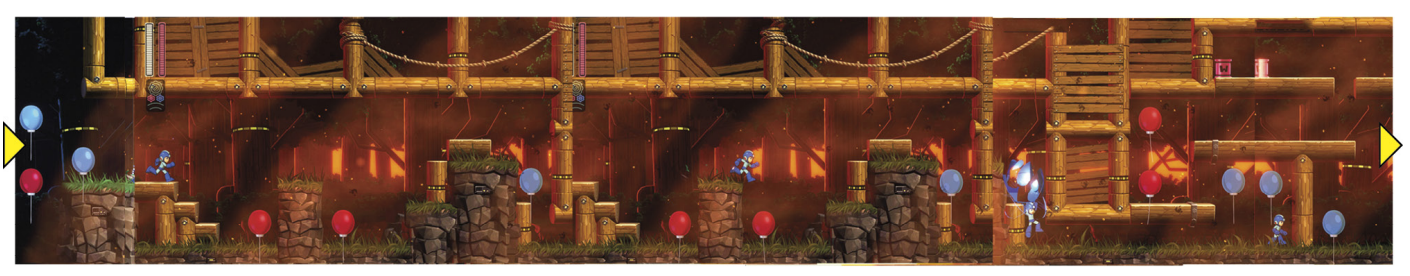


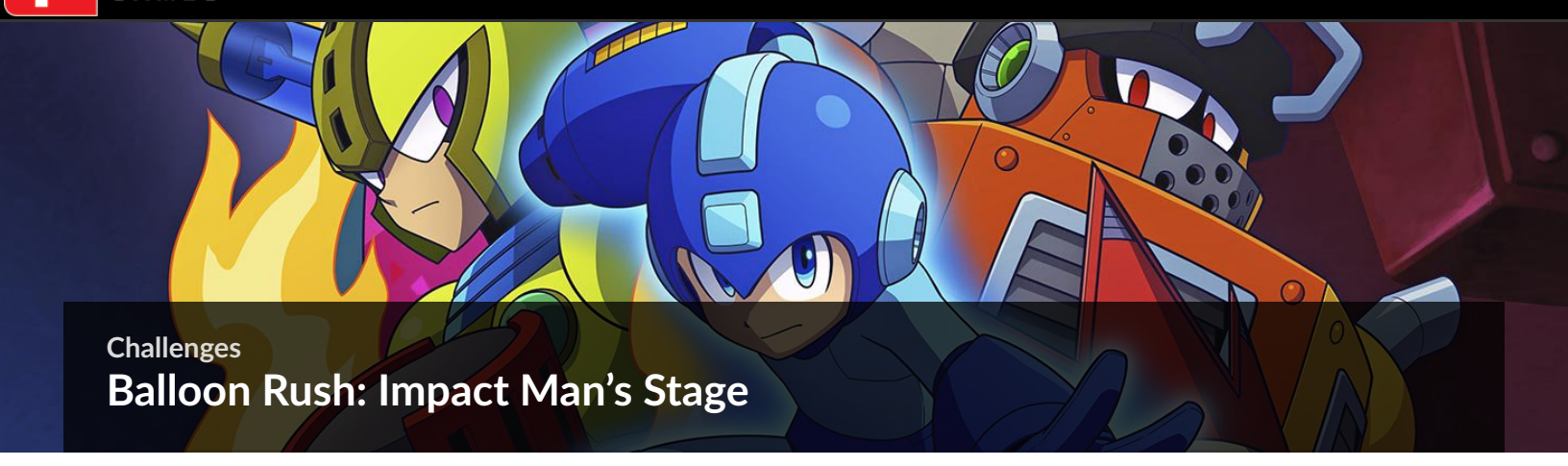
Challenges

Balloon Rush: Torch Man's Stage

Rank Goals

Gold	Silver	Bronze
04:00:00	06:00:00	09:00:00



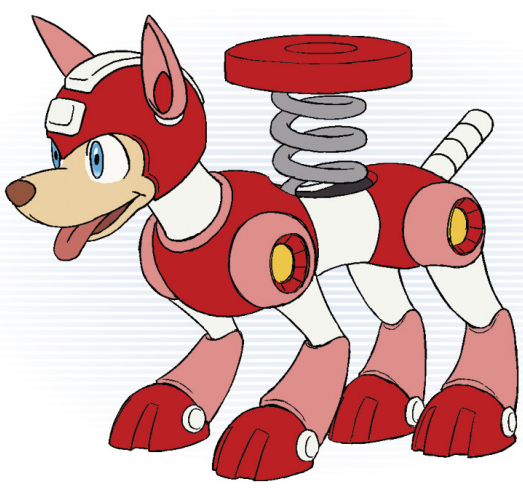


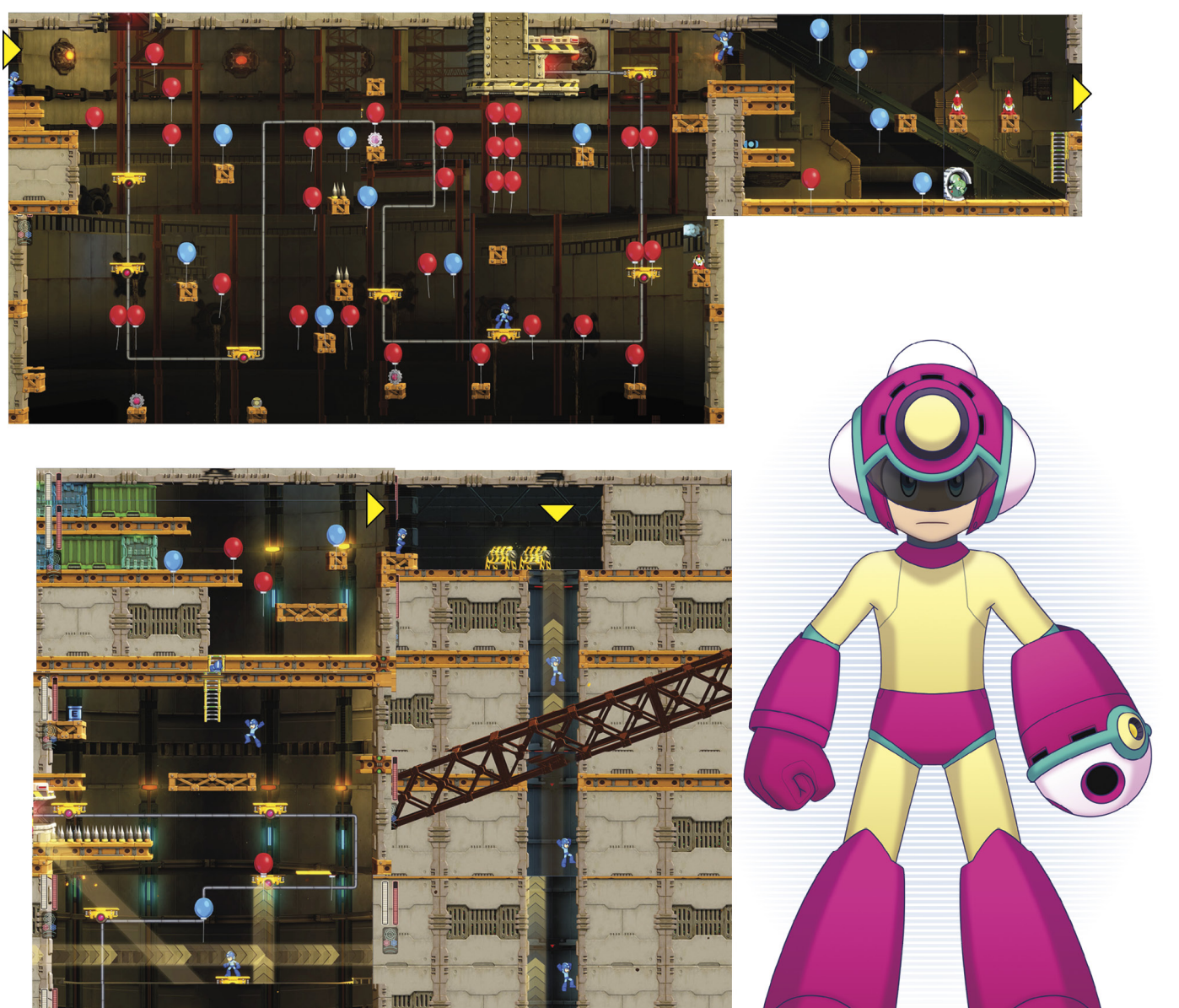
Challenges

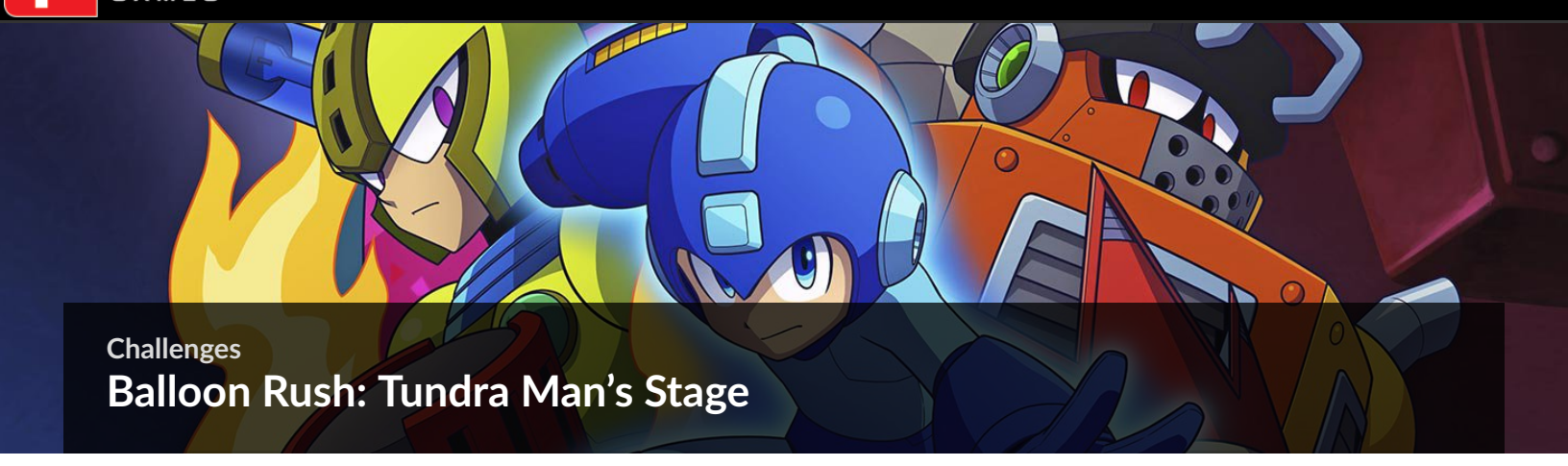
Balloon Rush: Impact Man's Stage

Rank Goals

Gold	Silver	Bronze
04:15:00	06:15:00	09:15:00





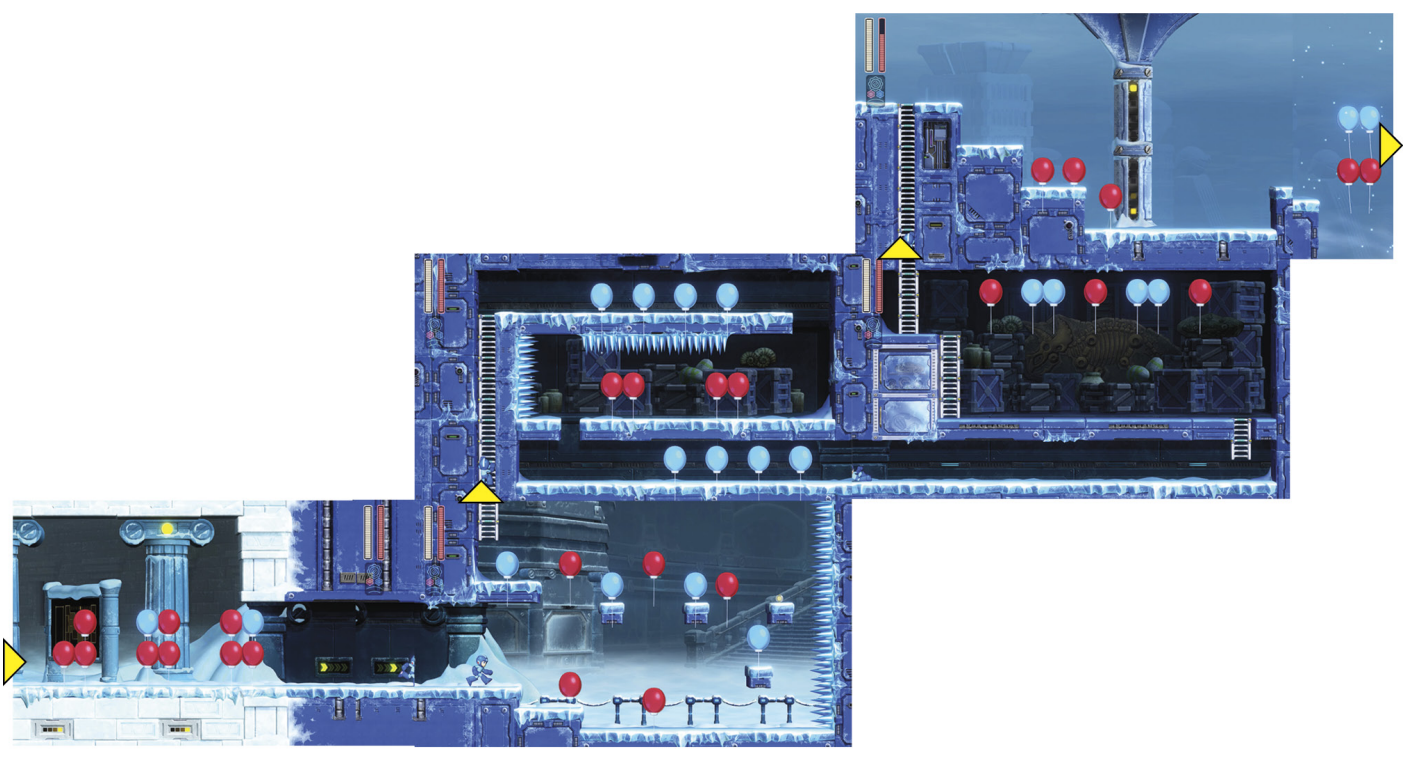


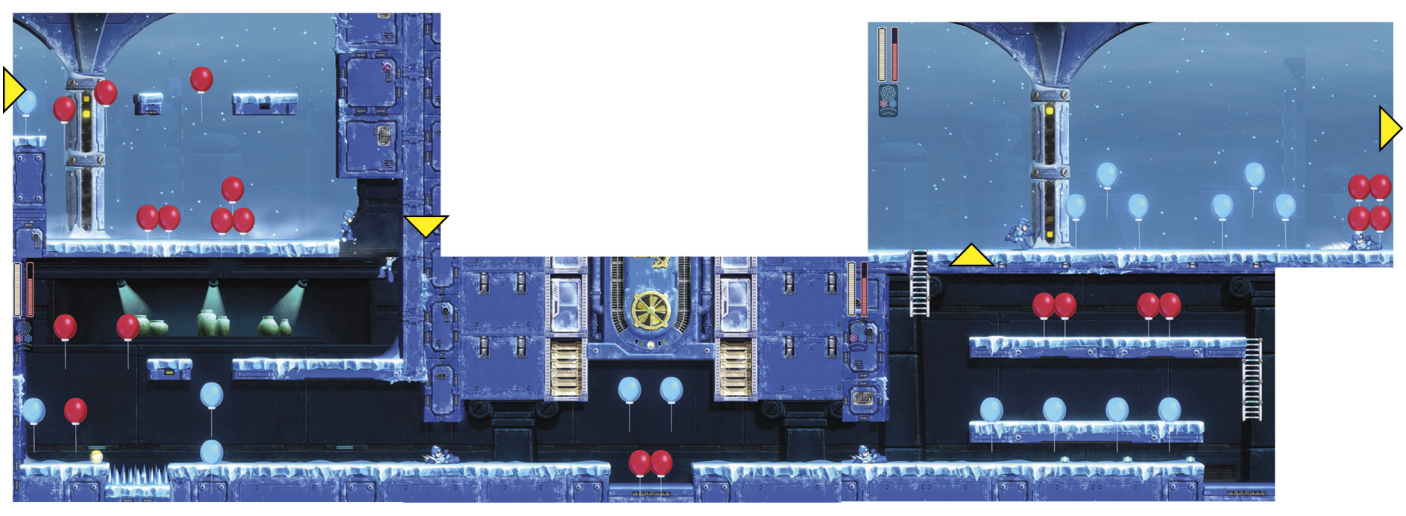
Challenges

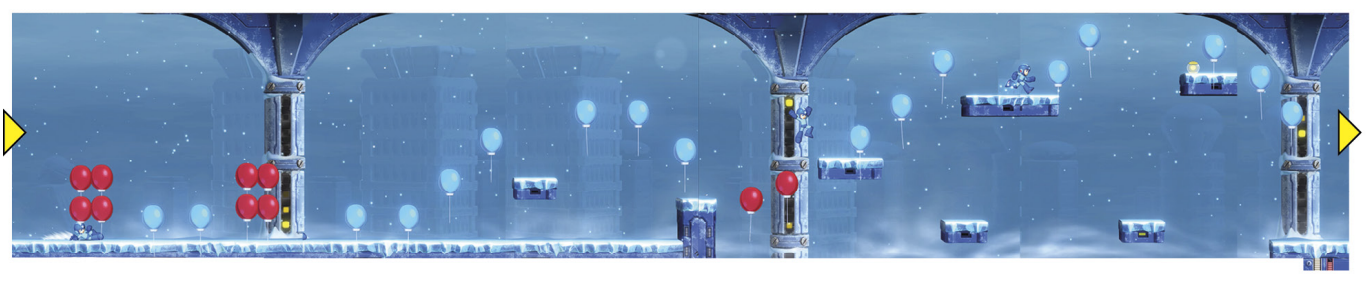
Balloon Rush: Tundra Man's Stage

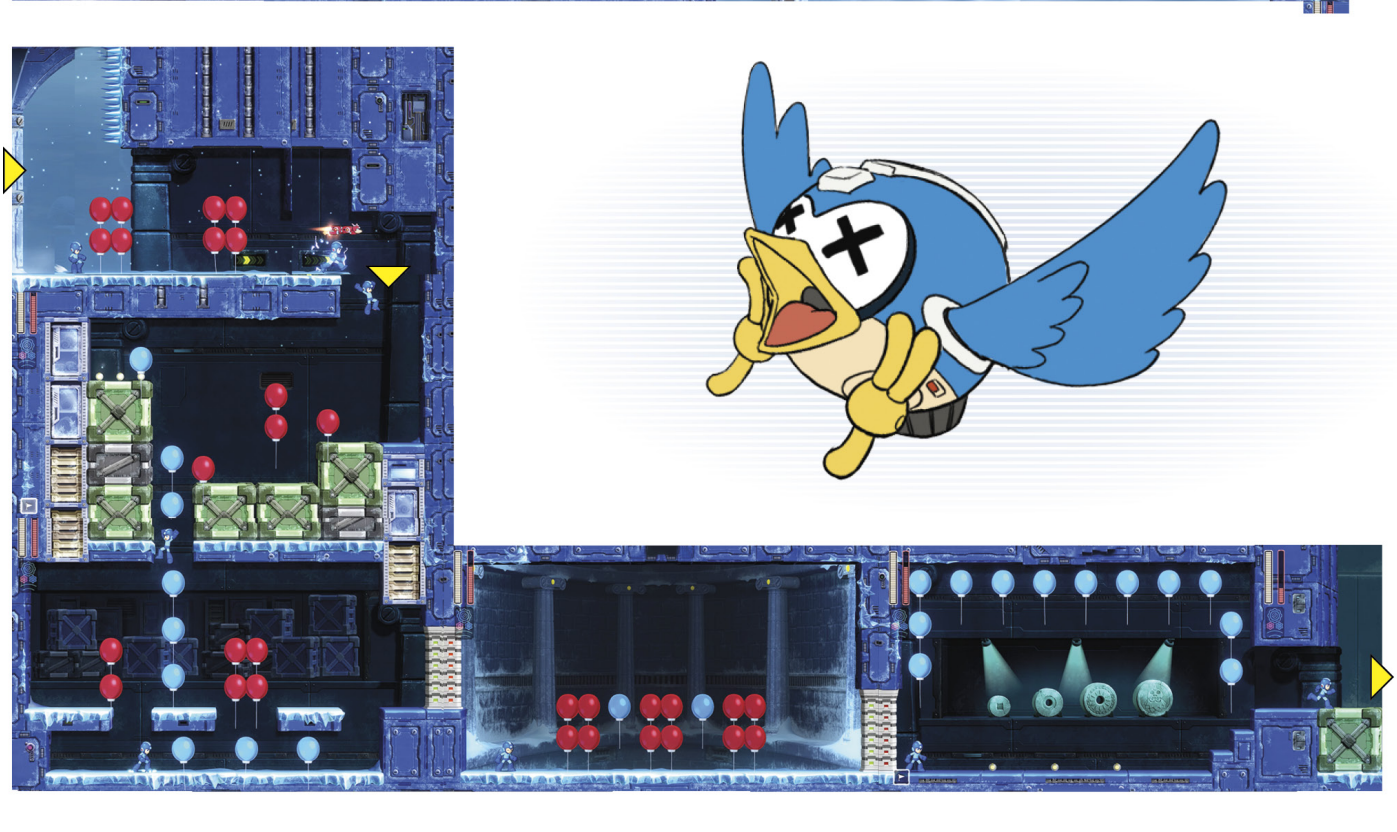
Rank Goals

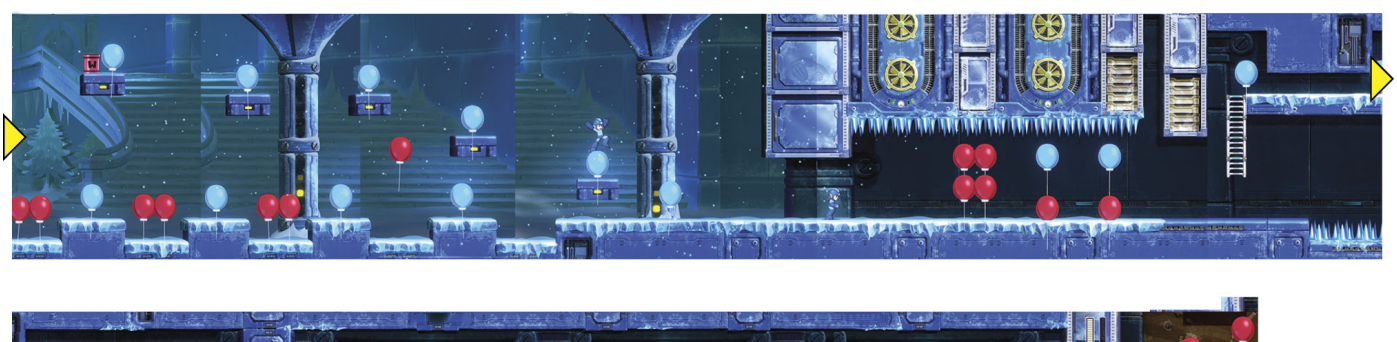
Gold	Silver	Bronze
04:15:00	06:15:00	09:15:00

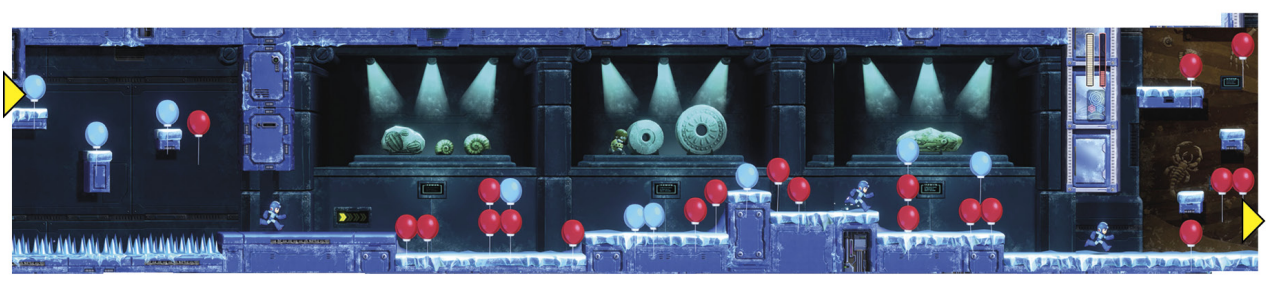


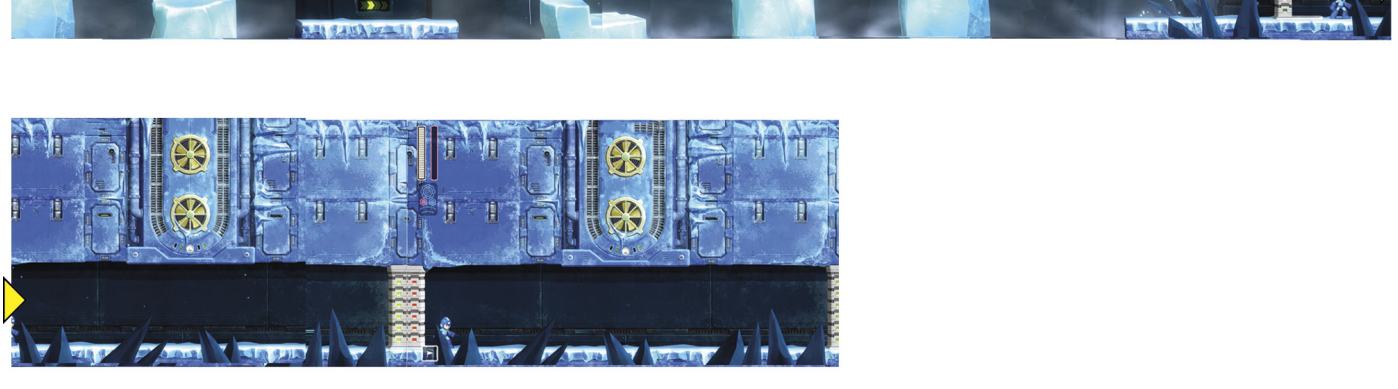


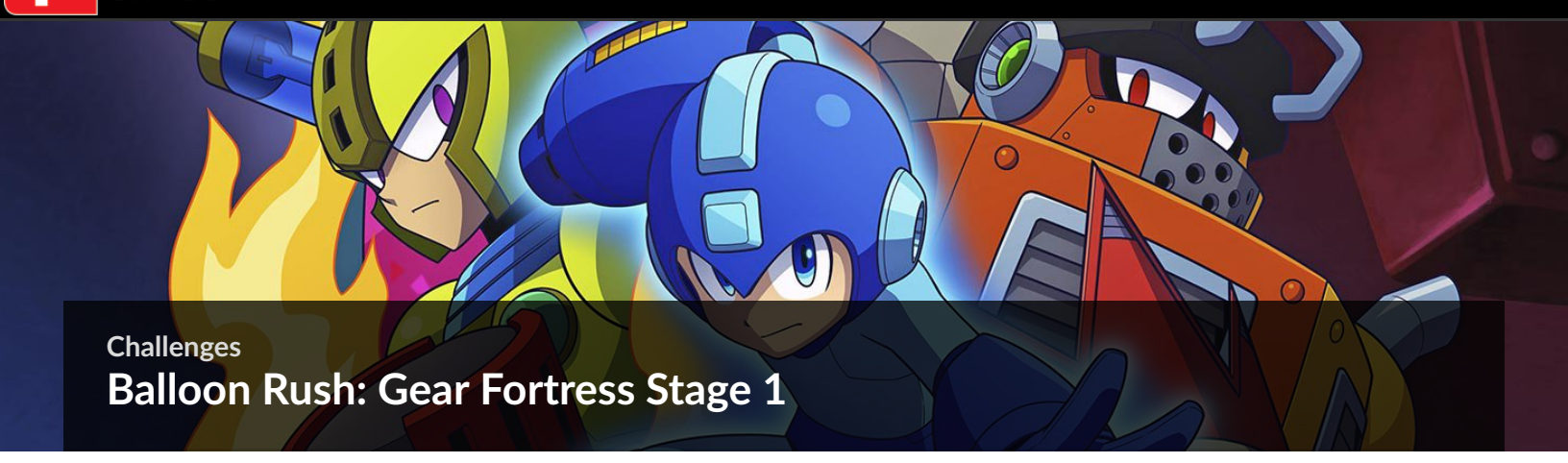










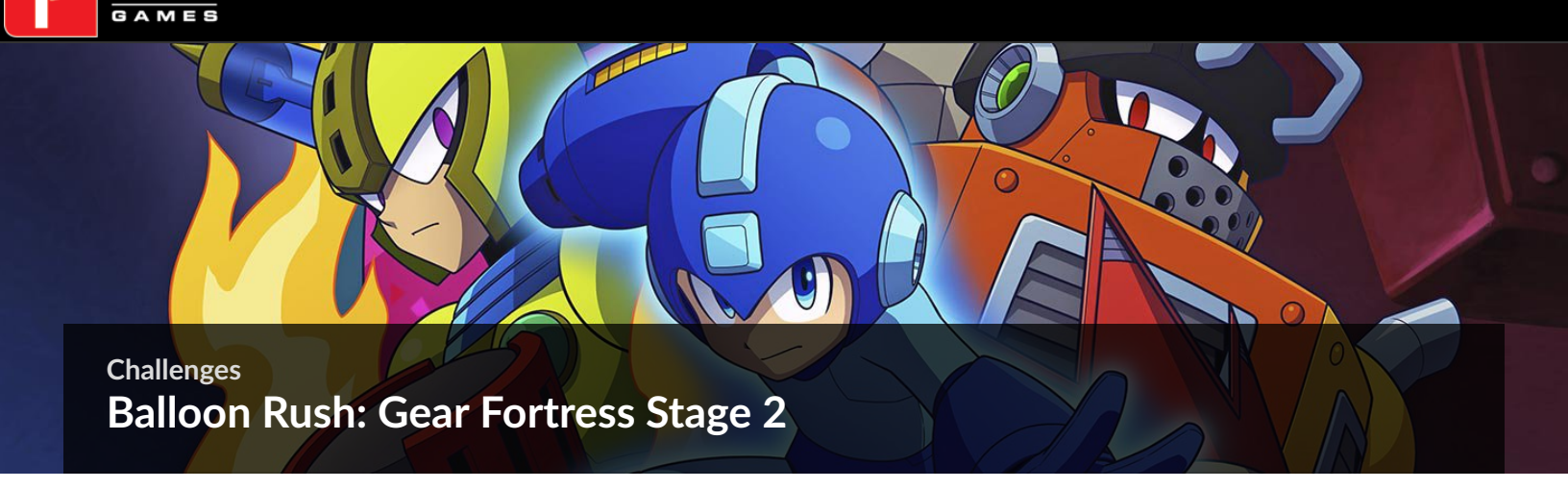


Challenges

Balloon Rush: Gear Fortress Stage 1

Rank Goals

Gold	Silver	Bronze
03:45:00	05:45:00	08:45:00



Challenges

Balloon Rush: Gear Fortress Stage 2

Rank Goals		
Gold	Silver	Bronze
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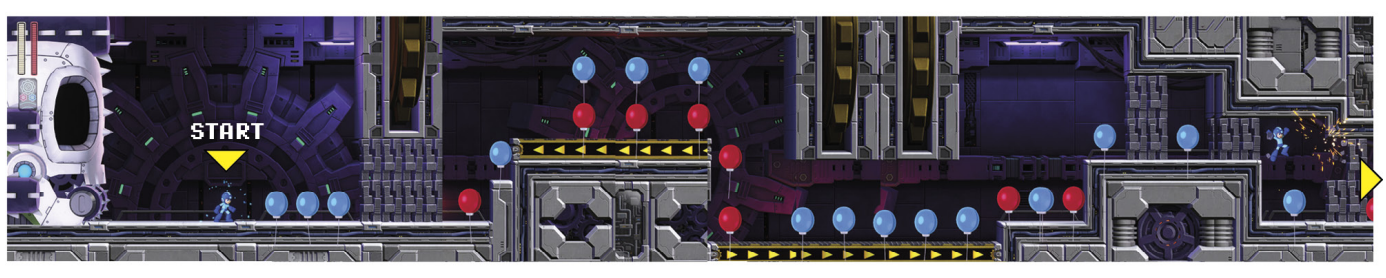
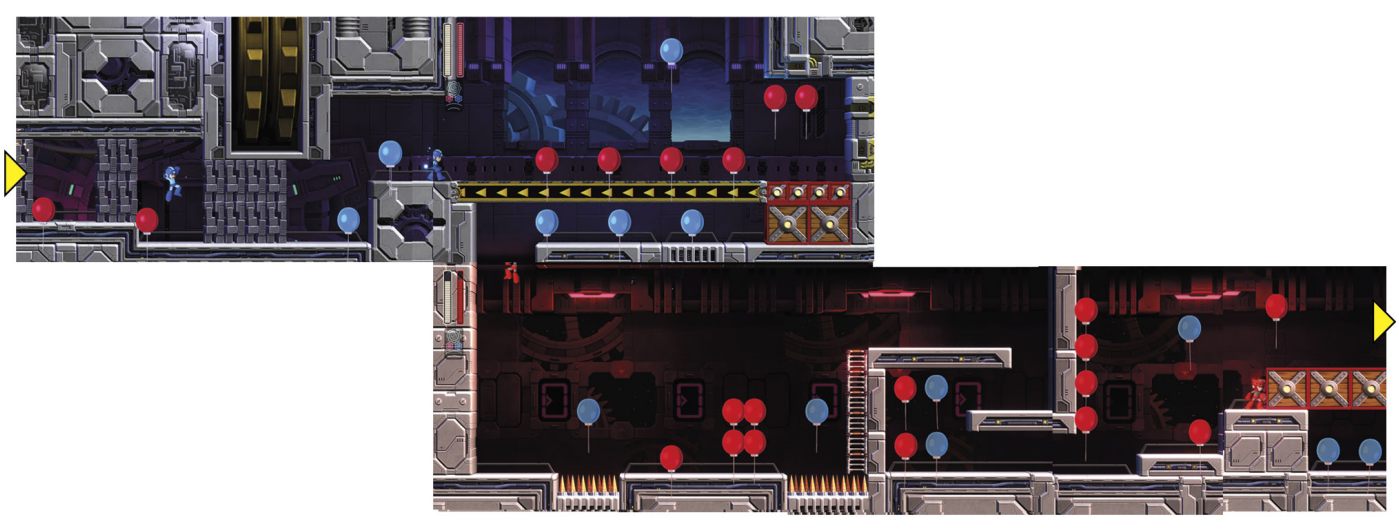
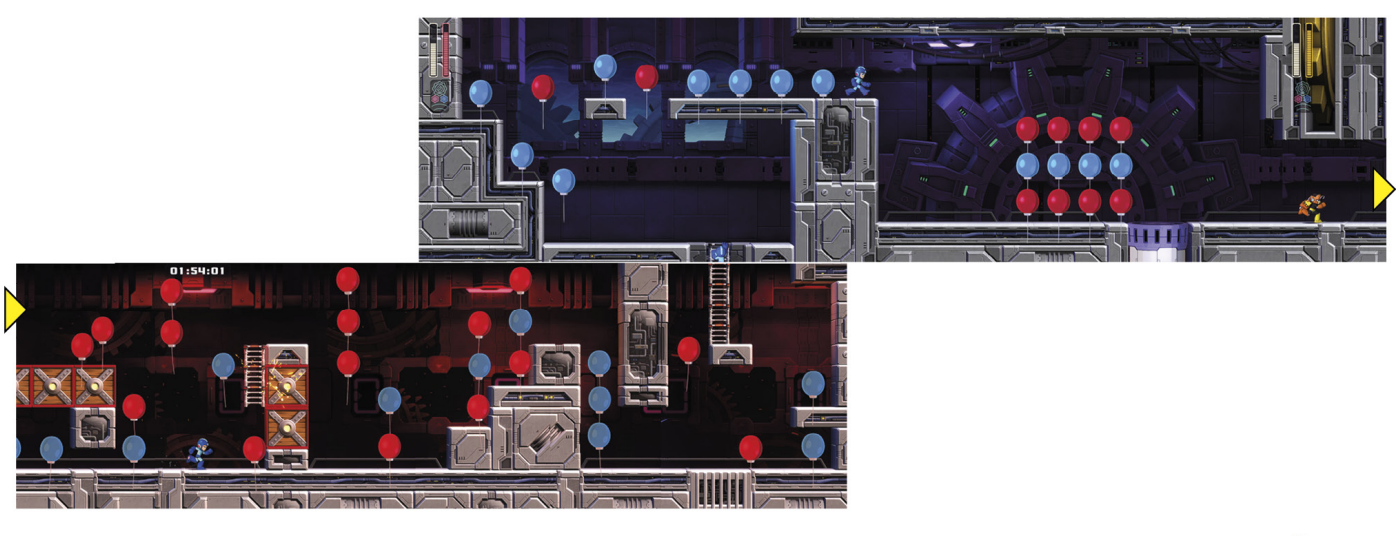
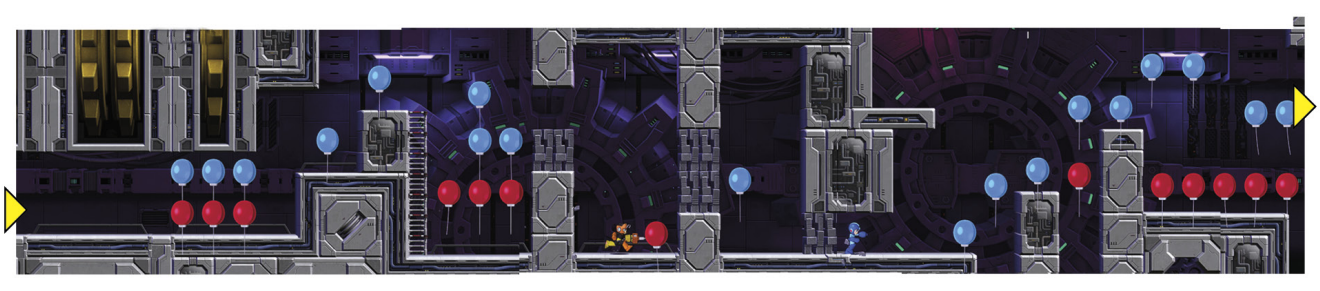
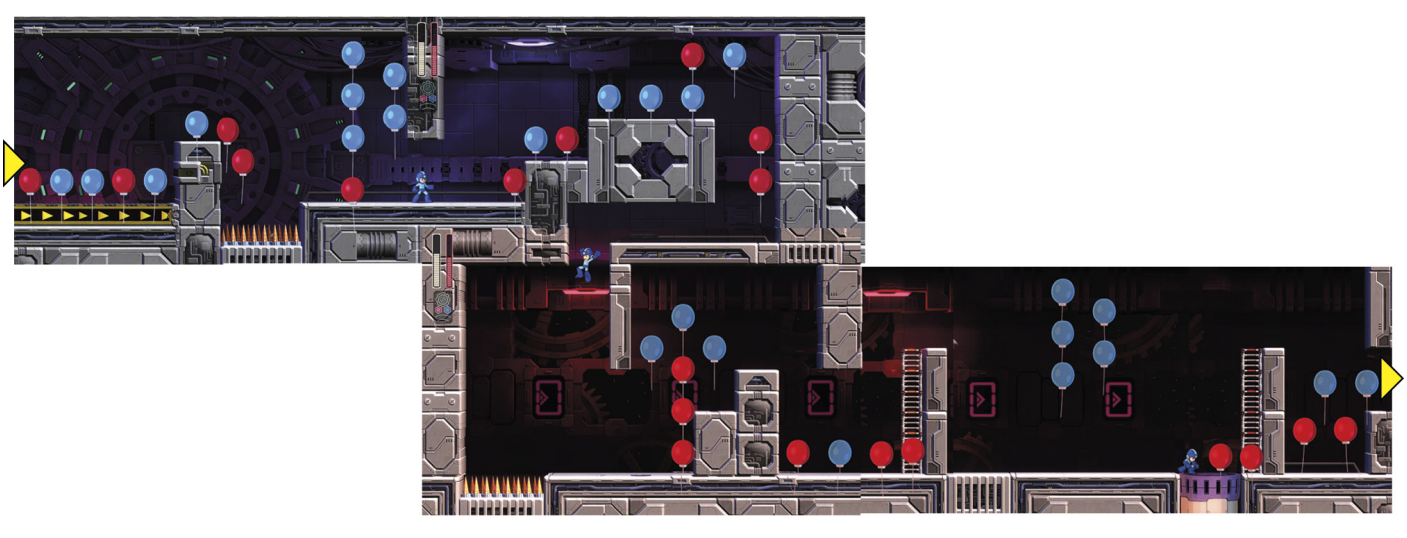
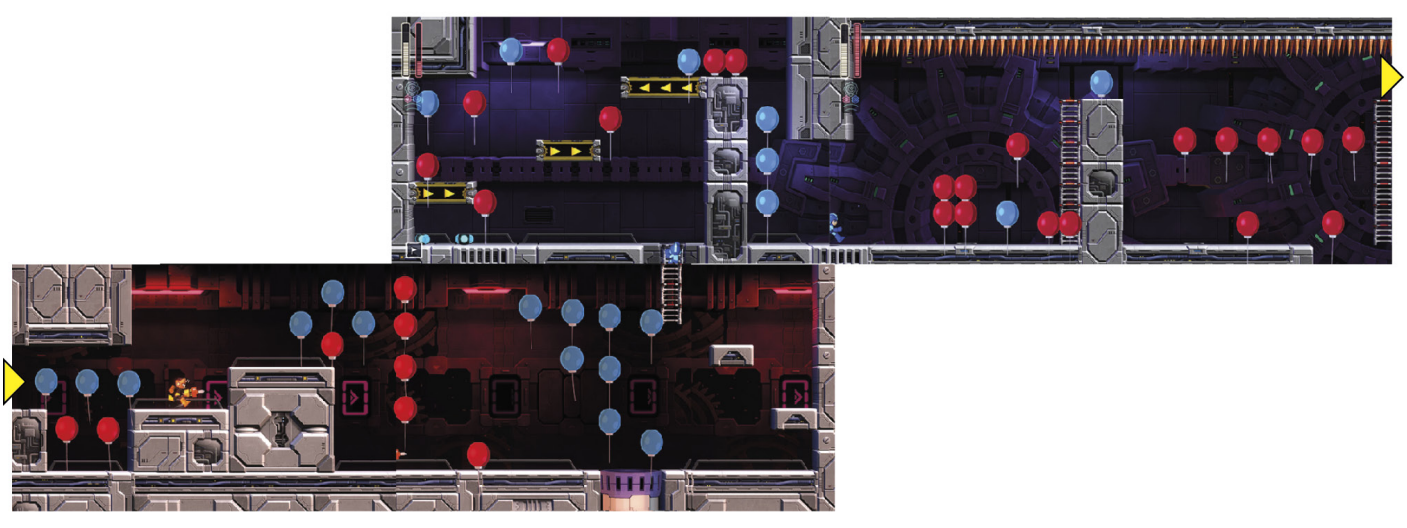


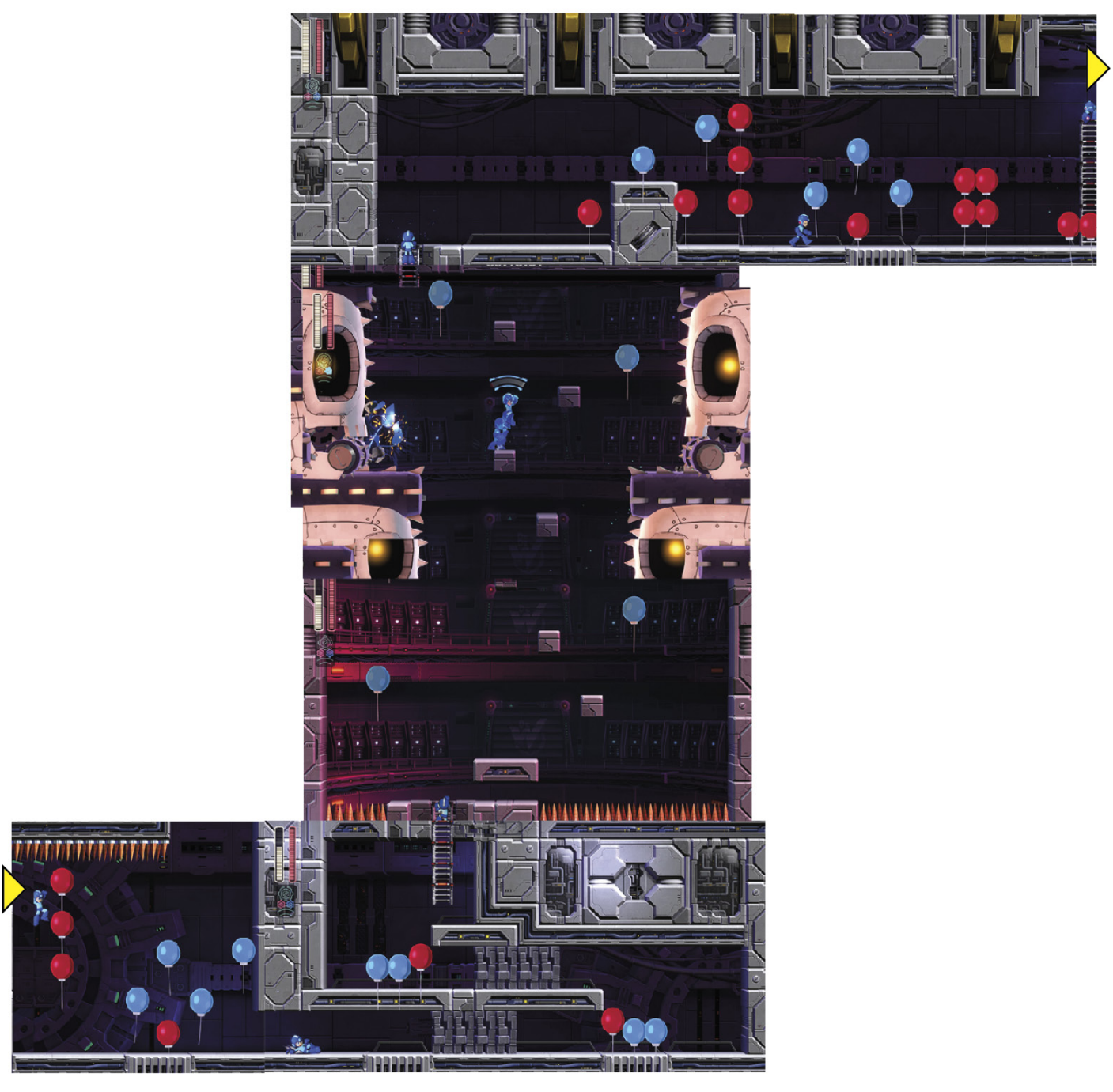


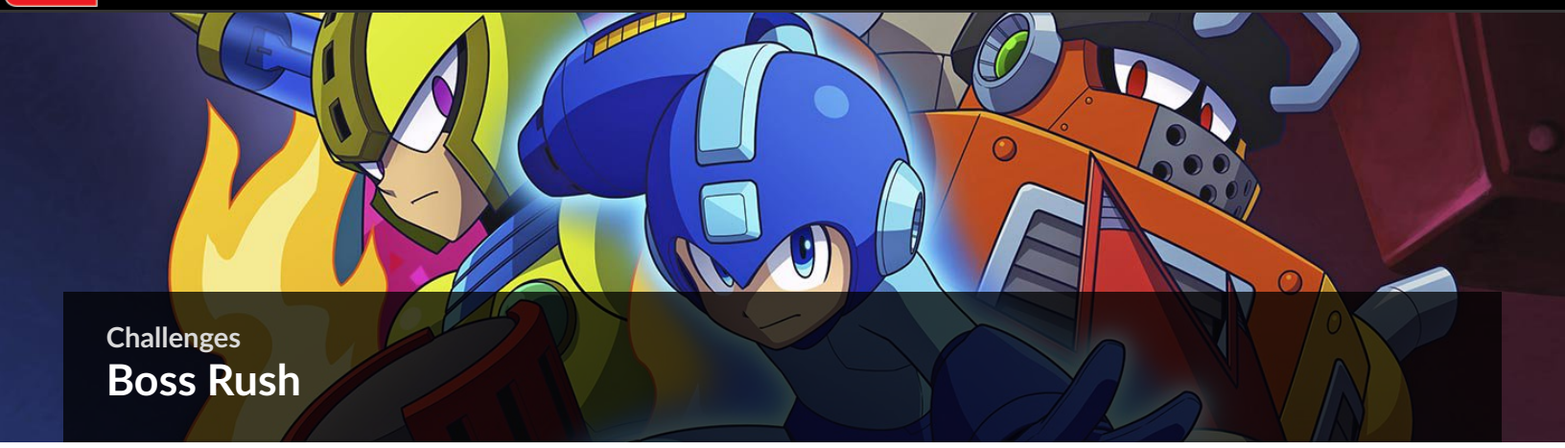












Challenges

Boss Rush

Requirement: Complete all Robot Master battles in the main game.

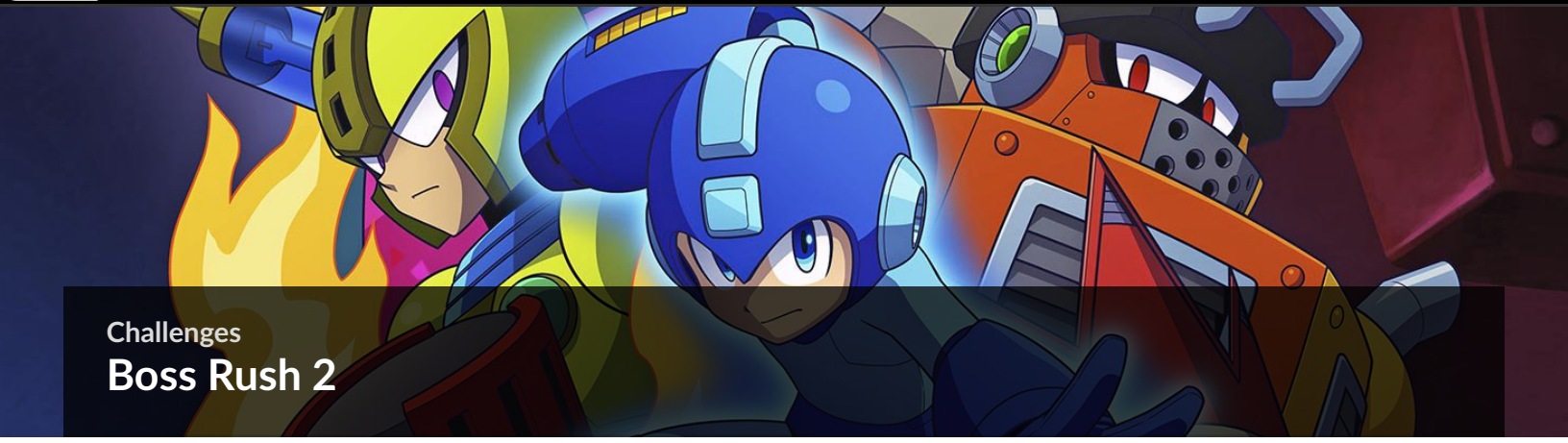
Objective: A time attack mode featuring the eight Robot Masters.

Time Limit: 10:00:00

Rank Goals		
Gold	Silver	Bronze
05:45:00	07:45:00	10:00:00

General Strategy

- Mega Man already has all eight Special Weapons, so you can tackle the Robot Masters in any order.
- After you destroy all eight, a final capsule appears in the middle of the room. Enter it to end the challenge.
- Consult the Robot Master sections in the walkthrough for more details.



Challenges

Boss Rush 2

Requirement: Complete Boss Rush.

Objective: A time attack mode featuring the eight Robot Masters, powered up to give you a real challenge.

Time Limit: 10:00:00

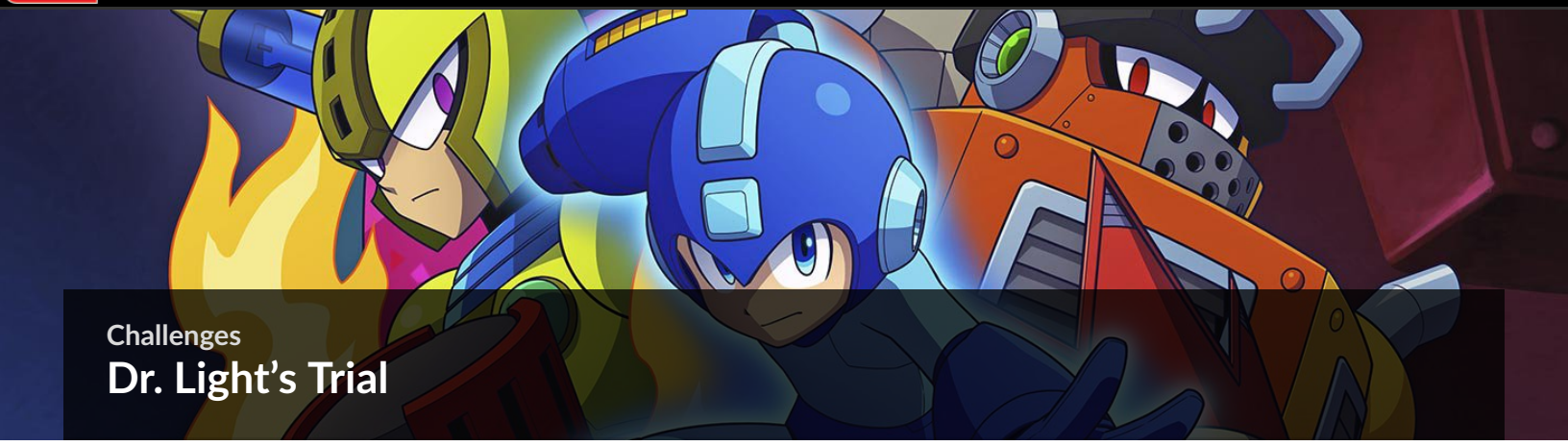
Rank Goals

Gold	Silver	Bronze
05:45:00	07:45:00	10:00:00

General Strategy

• The Robot Masters will be set to Superhero difficulty, meaning certain attacks may be faster or be enhanced (such as Block Man dropping more blocks), and they can use the Double Gear system at any time, not just when their health drops below 50 percent.

• The strategy remains the same, however: kill them quickly with their Power Gear–boosted weakness, before they can do you harm.



Challenges

Dr. Light's Trial

Requirement: Complete the main game.

Objective: Fight through 30 ultra-tough areas and reach the top!

Rank Goals

Gold	Silver	Bronze
30	25	20

General Strategy

• Dr. Light's Trial is a nonstop death trap designed strictly for master-level players and sadists. You'll need to use every trick in the book (and lots of retries) to make it through.

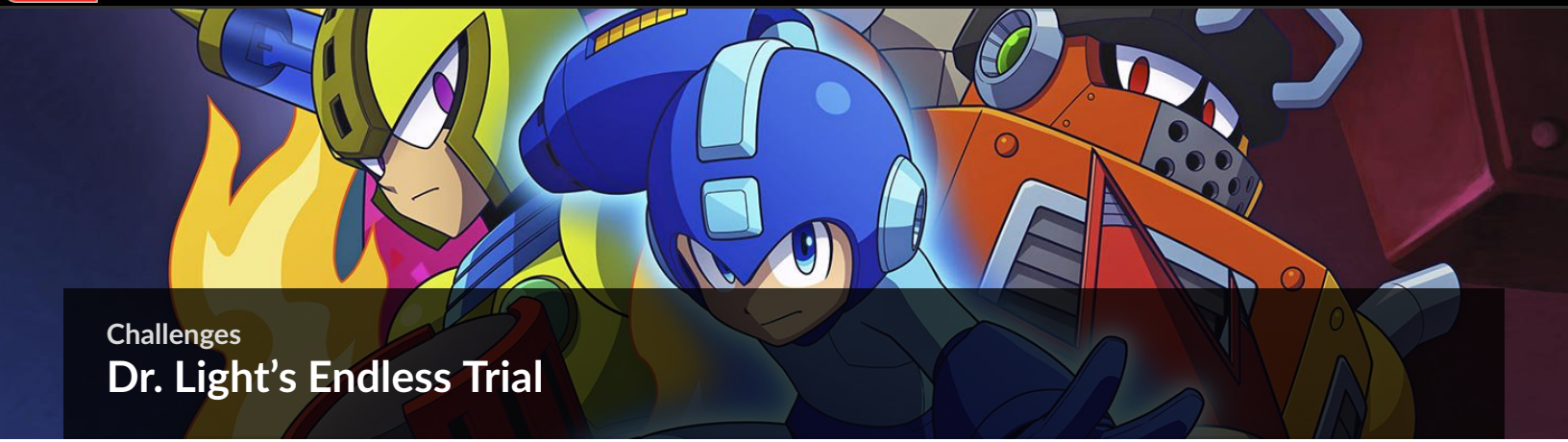
• Bosses are fought at stage 10 (Yellow Devil MK-III), 20 (Mawverne), and 30 (Wily Machine No. 11). After the first two boss fights you'll get a recovery room with a 1UP.

• The biggest threat are bottomless pits and spikes, often placed in small rooms with bouncy balls. Consult the included map and plan your strategy!

Note

Complete at least 10 areas to upload your score to the leaderboard.

Use the Dr. Light's Trial maps on the following page to plot out your course.



Challenges

Dr. Light's Endless Trial

Requirement: Complete Dr. Light's Trial.

Objective: An endless version of Dr. Light's Trial. See how far you can go!

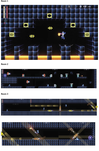
Rank Goals

Gold	Silver	Bronze
60	45	30

General Strategy

The stages do not change, so this is really the game testing how long your endurance (and luck) lasts.

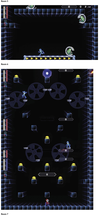
Wily Stage 1



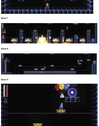
Wily Stage 2

Wily Stage 3

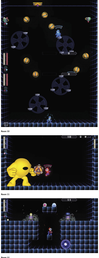
Wily Stage 4



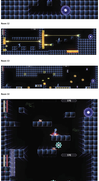
Wily Stage 5



Wily Stage 6



Wily Stage 7

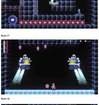


Wily Stage 8

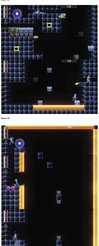
Wily Stage 9

Wily Stage 10

Wily Stage 11

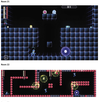


Wily Stage 12

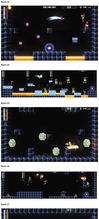


Wily Stage 13

Wily Stage 14

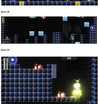


Wily Stage 15



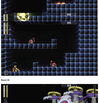
Wily Stage 16

Wily Stage 17



Wily Stage 18

Wily Stage 19



Wily Stage 20

Wily Stage 21

Wily Stage 22

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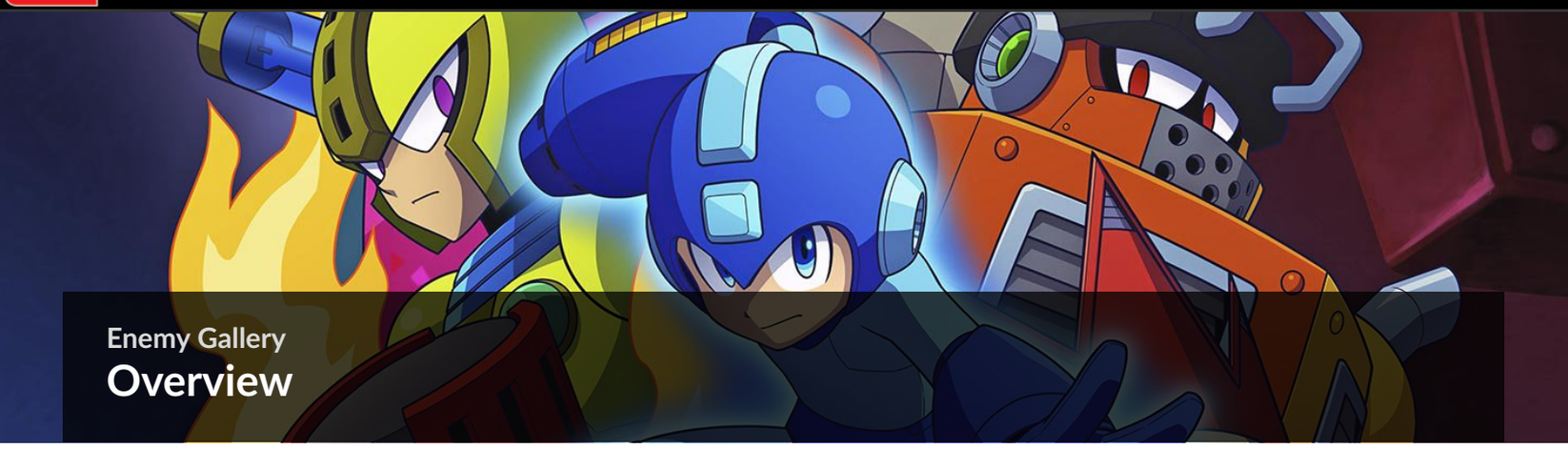
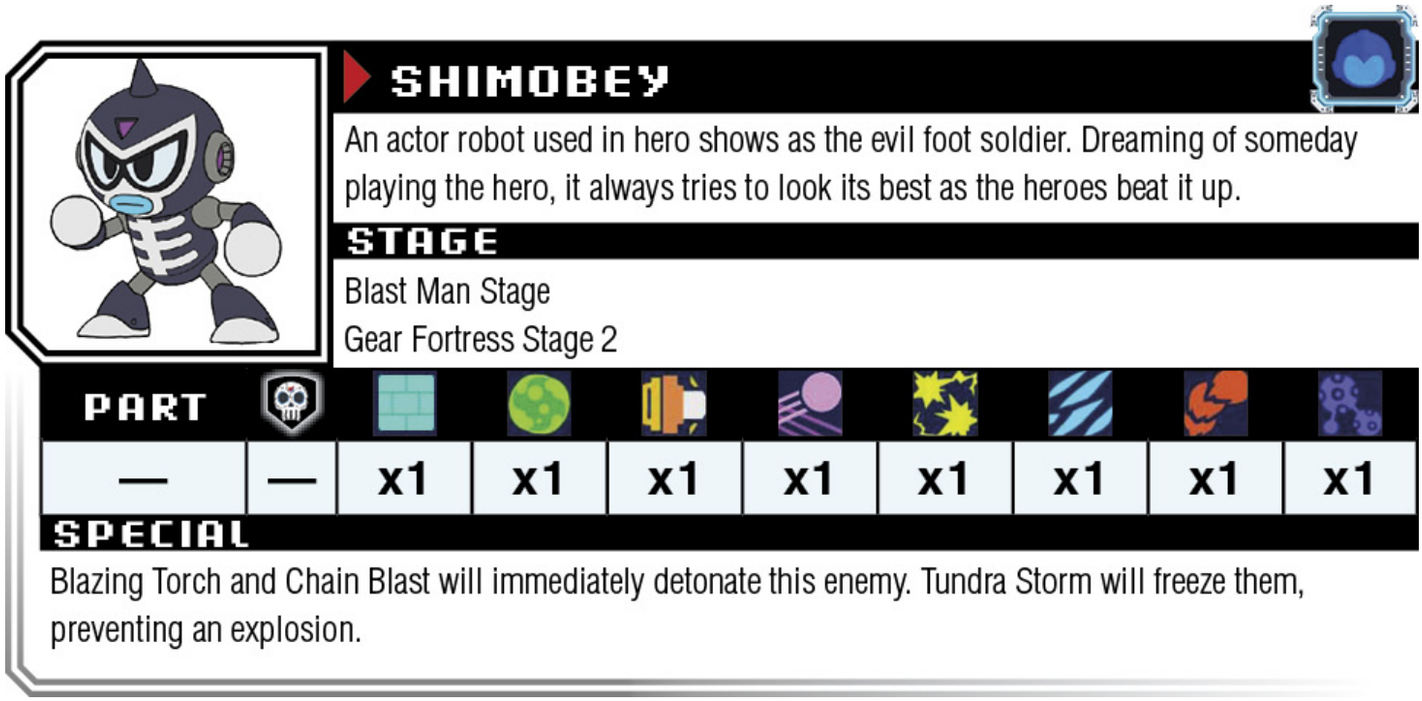


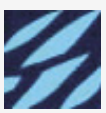
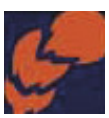
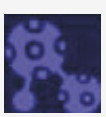
Enemy Gallery

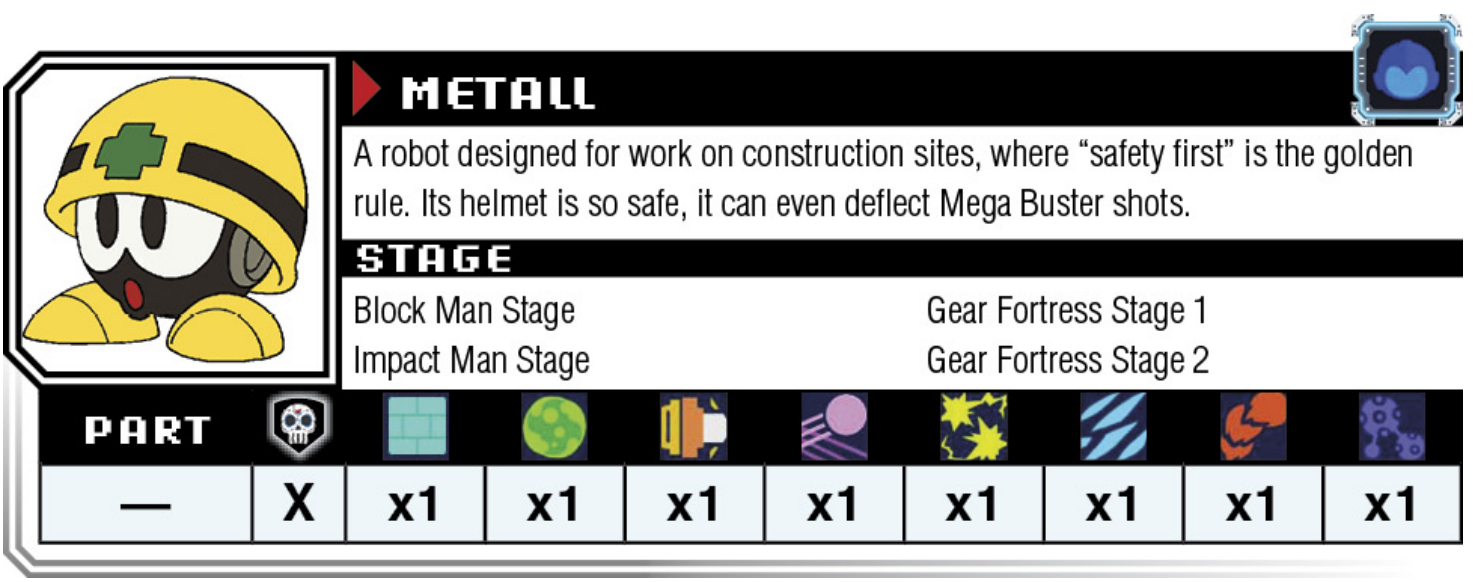
Overview

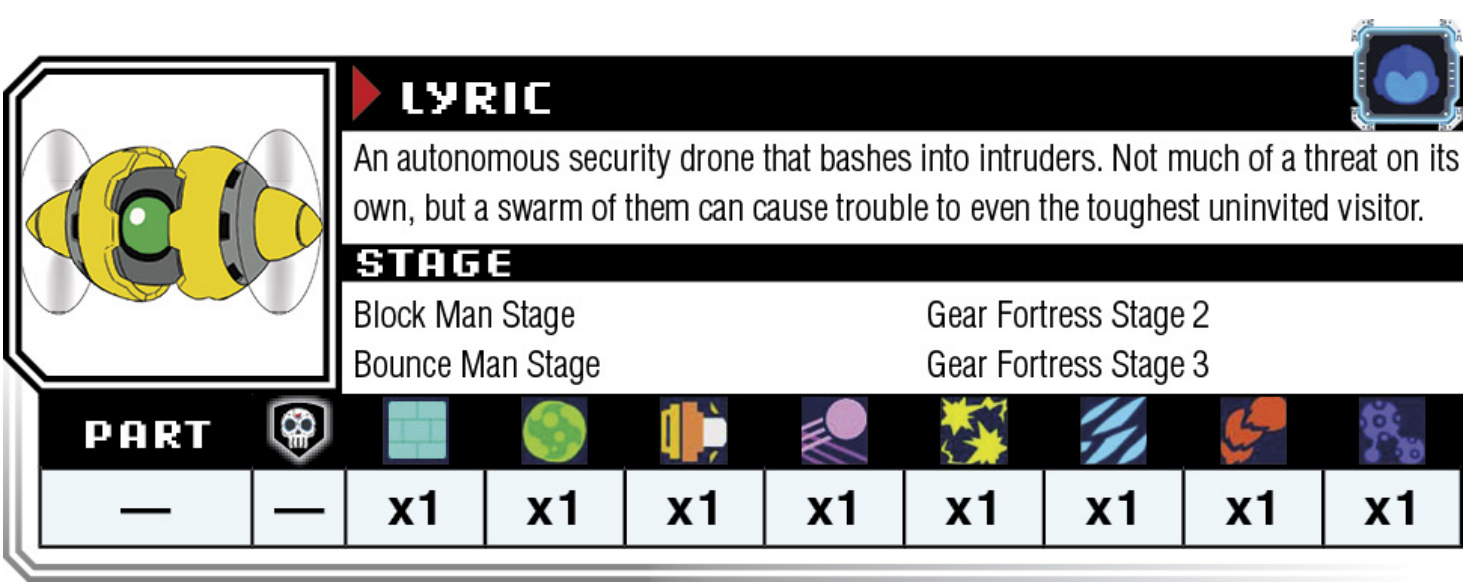
Mega Man 11 introduces a variety of new robot enemies for Mega Man to scrap, as well as plenty of familiar foes. Check out the in-depth enemy profiles in this section to learn their weaknesses and, in some cases, surprisingly sad backstories. Never stop believing, Shimobey!

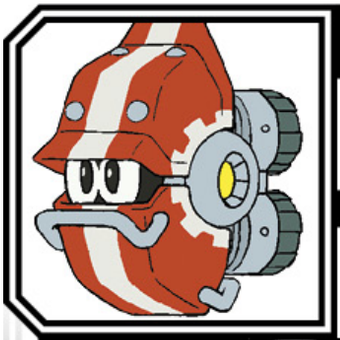


	Drops 1Up when using a Mega Tank
	Guard
	Block Dropper
	Acid Barrier

	Pile Driver
	Bounce Ball
	Spark Thunder
	Tundra Storm
	Blazing Torch
	Chain Blast







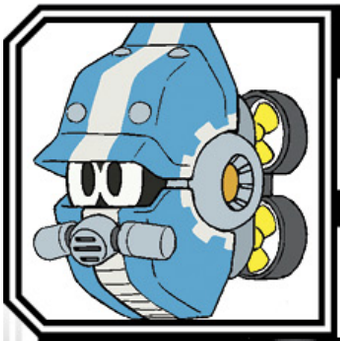
SHIELD ATTACKER

A tricky combination of offense and defense, Shield Attackers run their rocket engines full blast to maximize their chances of ramming into enemies with their solid shields.

STAGE

Acid Man Stage
Gear Fortress Stage 2

PART									
—	X	x1	x1	x3	x1	x1	x1	x1	x1



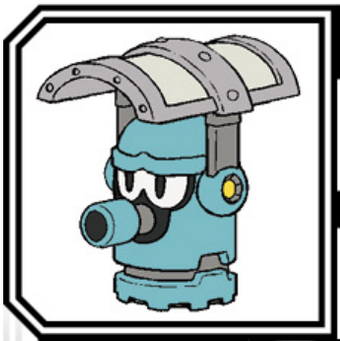
SHIELD ATTACKER M

A special underwater variant of the Shield Attacker with a special coating to prevent it from breaking down even in the most corrosive chemicals.

STAGE

Acid Man Stage

PART									
—	X	x1	x1	x3	x1	x1	x1	x1	x1



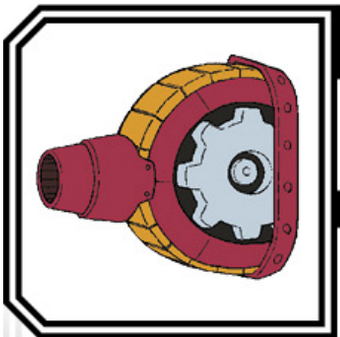
TATEPAKKAN

This stalwart guardian robot can rest safely behind its shield, knowing itself to be impervious to frontal attack. Too bad it can't fire back at the same time…

STAGE

Bounce Man Stage
Fuse Man Stage
Torch Man Stage
Gear Fortress Stage 2

PART									
—	X	x1	x1	x1	x1	x1	x1	x1	x1



WALL BLASTER

Automatically snipes at intruders from difficult-to-reach places on walls and ceilings. Luckily, it doesn't have great aim, but it can still be a nuisance.

STAGE

Bounce Man Stage
Fuse Man Stage
Gear Fortress Stage 1

PART									
—	—	x1	x1	x1	x3	x1	x1	x1	x1

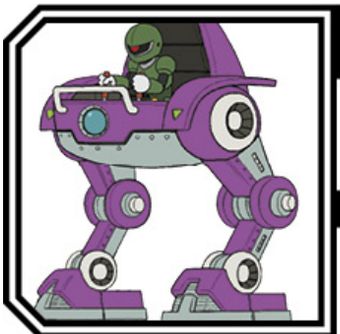
SNIPER JOE

This combat robot was developed based on the data scans of Proto Man. Its sturdy shield and high mobility make it a tough nut to crack, especially when it waits in hard-to-reach locations.

STAGE

Acid Man Stage
Tundra Man Stage
Blast Man Stage
Gear Fortress Stage 1
Gear Fortress Stage 2

PART									
—	X	x1	x1	x3	x1	x0.5	x1	x1	x1



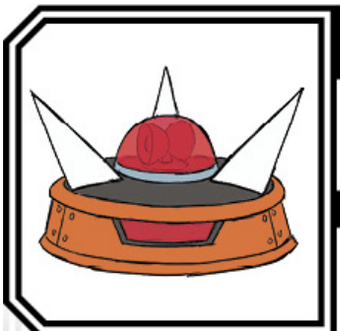
SNIPER ARMOR D

A large-scale robot piloted by a Sniper Joe. This new model has all the features of the classic Dachone walking cannon robot. Has decent armor, but the Joe piloting it is exposed.

STAGE

Blast Man Stage
Gear Fortress Stage 1
Gear Fortress Stage 2

PART									
Joe	—	x1	x1	x1	x1	x3	x1	x1	x1
PART									
Armor	—	x1	x1	x1	x1	x3	x1	x1	x1



GABYOALL

A robot designed to slow down intruders by damaging their feet. Like a spiky caltrop dropped by a ninja, stepping on a Gabyoall is sure to leave you limping.

STAGE

Impact Man Stage
Bounce Man Stage
Fuse Man Stage
Tundra Man Stage
Blast Man Stage
Gear Fortress Stage 1
Gear Fortress Stage 2

PART									
—	—	x0	x0	x1	x0	x0	x0	x0	x1

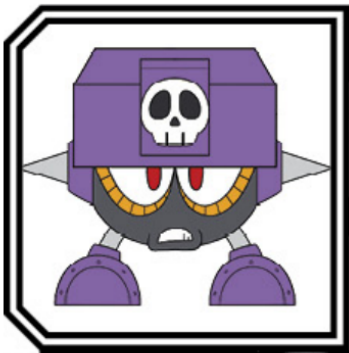
MAWARU C

A roller robot designed to flatten uneven ground. Its tough shell lets it ram into walls all day without suffering damage, but sometimes it loses control and plummets into pits.

STAGE

Block Man Stage
Impact Man Stage
Gear Fortress Stage 1

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x2



ANTI-EDDIE

Hiding underground, this sinister mockery of Mega Man's buddy Eddie will snatch up items and carry them away. It was designed to attack Mega Man, but for some reason always runs away instead.

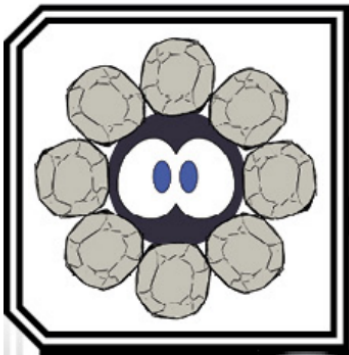
STAGE

Block Man Stage
Bounce Man Stage

PART									
—	—	x1	x1	x1	x10	x1	x1	x1	x4

SPECIAL

Will not become a 1UP while burrowed when using a Mega Tank.



AIR STONE

Using hi-tech optical camouflage to lie in wait until an intruder approaches, this bot shows up out of nowhere and launches showers of rock-hard bullets!

STAGE

Block Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

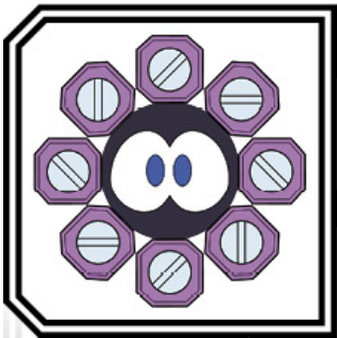
AIR FIRE

The fiery version of the Air Stone, this security bot blends in well in fiery areas, but tends to be easy to spot in cooler locales.

STAGE

Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



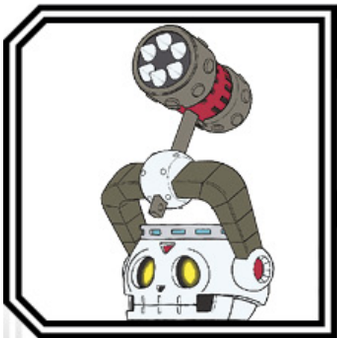
AIR NUT

A modified Air Stone intended to defend the Gear Fortress. The sheer number of them is a testament to Wily's obsession with victory at all costs.

STAGE

Gear Fortress Stage 1

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



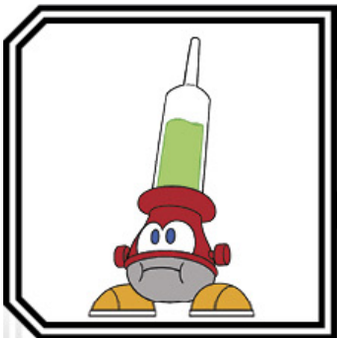
CRUNCH DON

This all-purpose hammering robot can work with wood, metal, and even makes delicious flatbread. When its hammer swings down, it reveals the hammer maintenance platform on its back. Handy!

STAGE

Block Man Stage
Tundra Man Stage
Gear Fortress Stage 2

PART									
—	—	x1	x1	x2	x1	x1	x1	x1	x5



PIPETTO

A chemical-mixing robot that excels at precisely measuring out fluids. Each spurt of toxic chemicals it launches at Mega Man is exactly 2000ml.

STAGE

Acid Man Stage

PART									
—	—	x2	x1	x1	x4	x1	x1	x1	x1

DROPPY

A cleaning robot that keeps the inside of the chemical pipes spick and span. Anything it decides is trash gets hauled away for disposal on piles that can reach impressive heights.

STAGE

Acid Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

BRUSHY

An upgraded model of Droppy, also launched by a Cyclone W. Twice the cleaning power and twice as long-lasting! (Compared to Brand X.) It's power brush can remove even the toughest robot grease.

STAGE

Acid Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

WIPEY

The ultimate weapon in the war on dirty pipes, once this is launched by a Cyclone W, no dirt is safe. It may hurt to get taken out by a Wipey, but at least it'll leave your armor sparkling clean.

STAGE

Acid Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

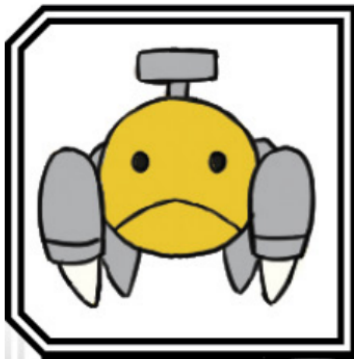
SHPIDER

This arachnid robot lurks on ceilings, waiting to drop down on unsuspecting intruders. Whenever it gets hit by an attack, it releases a bundle of Mini Shpiders.

STAGE

Acid Man Stage
Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



MINI SHPIDER

The miniature arachnid robots dropped when a Shpider takes a hit. Their lighter build means they can spring about and bash into enemies. Mini Shpiders don't grow into Shpiders; they are robots, after all.

STAGE

Acid Man Stage
Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

KUI-JIRO

The middle child of the Impact Brothers, Kui-jiro lacks decisiveness and tends to look to his brother Kui-ichiro for instructions. Luckily, those instructions are just "hit things."

STAGE

Impact Man Stage

PART									
—	—	x0	x0	x0	x0	x0	x0	x0	x0

SPECIAL

The Impact Brothers are invincible.

KUI-ICHIRO

Oldest of the Impact Brothers. A straight shooter who never fails to drive his point home, Kui-ichiro takes control when the three brothers combine to form Impact Man.

STAGE

Impact Man Stage

PART									
—	—	x0	x0	x0	x0	x0	x0	x0	x0

SPECIAL

The Impact Brothers are invincible.

KUI-SABURO

The youngest Impact Brother, but the most responsible after Kui-ichiro. He always makes time for proper maintenance, so his spike is constantly spotless, shiny, and sharp.

STAGE

Impact Man Stage

PART									
—	—	x0	x0	x0	x0	x0	x0	x0	x0

SPECIAL

The Impact Brothers are invincible.

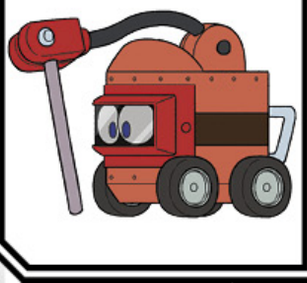
PICKMAN

This high-performance constructon robot was created by bolting a body onto a Metall. Since it has lost its perfect defense, it instead attacks enemies on sight.

STAGE

Impact Man Stage

PART									
—	—	x3	x3	x1	x1	x1	x1	x1	x1



ARC WELDY

This welding robot has a slightly cheaper CPU, so it tends to weld anything nearby if left unattended. However, you can't help but wonder about that sad look in its eyes.

STAGE

Impact Man Stage

PART									
—	—	x1	x3	x1	x1	x1	x1	x2.5	x1

MISSILE CONE

This robot works as a safety inspector on construction sites, but it's also equipped with missiles for discouraging intruders. Sometimes it blows up supply trucks by mistake.

STAGE

Impact Man Stage
Gear Fortress Stage 1

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

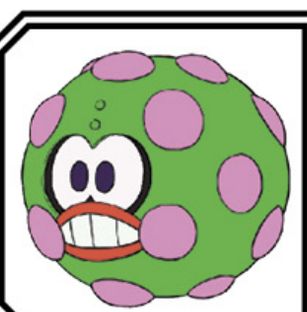
BOYORN

An exercise robot that can bounce around thanks to the thick, tough rubber protecting its inner body. It can fall off the roof of Boing-Boing Park and not take any damage—it's tried!

STAGE

Bounce Man Stage

PART									
—	—	x1	x1	x2	x1	x0	x1	x1	x1



POYORN

A cheaper version of a Boyorn. Its rubber coating is thinner and more easily pierced, but Pump Master K actually prefers the Poyorn color scheme.

STAGE

Bounce Man Stage

PART									
—	—	x1	x1	x2	x1	x0	x1	x1	x1

BUNBY BALLOON

Programmed to look for lost kids at Boing-Boing Park, this camera bot usually sticks to surveillance. The balloons that hold it up have pretty heavy armor, so it's a wonder how they stay aloft…

STAGE

Bounce Man Stage

PART									
Balloon	—	x0	x1	x1	x0	x0	x0	x1	x1
PART									
Bunby	—	x1	x1	x1	x1	x1	x1	x1	x1

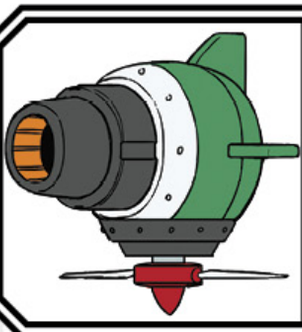
TOSANAIZER V

A robot created for the sole purpose of stopping people jumping across pits. Its detachable hands come in sponge and metal varieties. (It always uses the metal ones.)

STAGE

Bounce Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



CANNOPELLER II

A new model of the popular Cannopeller flying cannon, its shots now fly in a straight line. (Rumor has it, that actually makes them easier to dodge.)

STAGE

Bounce Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

ELEC CROSSER

A transformer device that diverts electrical current into a + shape. Can be easily destroyed using a well-placed Bounce Ball.

STAGE

Fuse Man Stage

PART									
—	—	x0	x0	x0	x1	x0	x0	x0	x0

ELEC XTENDER

A transformer device that diverts electrical current into an X shape. Can be easily destroyed using a well-placed Bounce Ball.

STAGE

Fuse Man Stage

PART									
—	—	x0	x0	x0	x1	x0	x0	x0	x0

BATTON

This bat-shaped surveillance robot is programmed to swarm toward intruders with its metal wings flapping. It may look toothy, but it won't actually bite.

STAGE

Fuse Man Stage

PART									
—	X	x1	x1	x1	x1	x1	x1	x1	x1

PRESS DON

This specialized combat robot chases after enemies and stomps them flat. If that doesn't suffice, it follows up with a punishing punch. No intruders can escape it, not even the tiniest mouse.

STAGE

Fuse Man Stage
Gear Fortress Stage 2

PART									
—	—	x1.5	x1	x1	x5	x1	x1	x1	x1

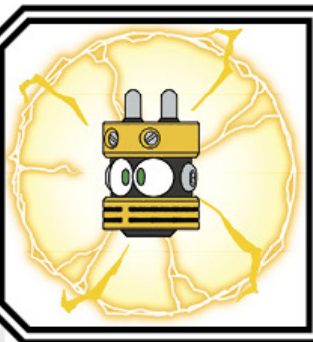
K-DRONE

A cutting-edge surveillance drone that can patrol any kind of facility. However, it's fresh from the factory and hasn't really been evaluated. How useful it actually is remains to be seen.

STAGE

Fuse Man Stage
Gear Fortress Stage 1
Gear Fortress Stage 4

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



ELECTRIRI

A transformer station guard robot that can wreathe itself in electricity and bash into intruders. Individual units are not much of a threat, but in greater numbers, they can unleash real power.

STAGE

Fuse Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

EYE ICE

This robot was designed to set a wintry mood by simulating snow and charming all who see it. However, it tends to knock into people when the wind picks up. There have been… complaints.

STAGE

Tundra Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

SNOW ROBBIT

Another winter simulation robot, this one looks like a gentle rabbit bounding through the snow. It was designed with impressive jump legs to help it navigate the deep snow and ice.

STAGE

Tundra Man Stage

PART									
—	—	x1	x1	x1	x1	x3	x0.5	x1	x1

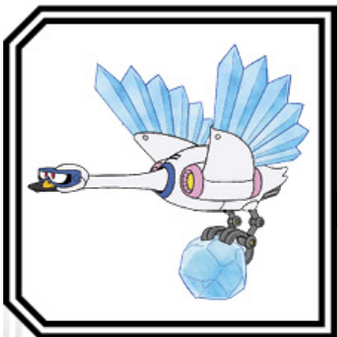
WILD ROBBIT

A robot for forest simulations, this robot was designed to educate campers. Since its supposed to simulate a wild animal in the woods, it was designed with more natural colors than other models.

STAGE

Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x2	x2	x1	x1



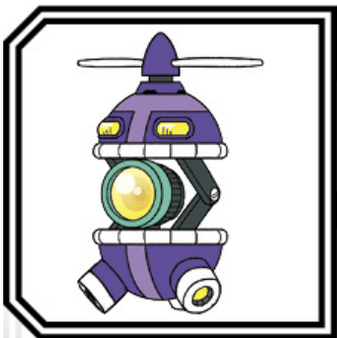
ICE SWAN

This avian surveillance robot bombs intruders with lumps of ice. When the ice shatters into spiky shards, watch out!

STAGE

Tundra Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



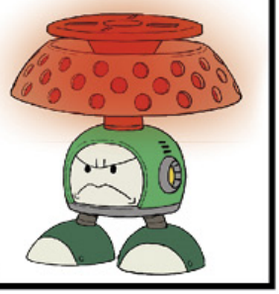
PROPELLER EYE T

A propeller-driven surveillance robot with a tough outer body. Wait for the camera to appear for a chance to attack! It's actually surprisingly empty on the inside.

STAGE

Tundra Man Stage
Blast Man Stage
Gear Fortress Stage 4

PART									
—	X	x1	x1	x1	x1	x1	x1	x1	x1



MASH BURNER

A kitchen assistant robot that can heat hotplates or boil water with the flames from its head. Hit it once to turn off the flames, and again to make it explode. Safe to ride when switched off.

STAGE

Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

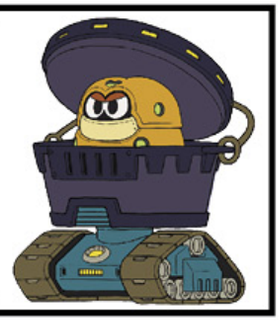
LAMPER

A lantern robot designed to give campers the feel of the great outdoors. Rather than harsh flourescent light, it burns gas for an authentic flame.

STAGE

Torch Man Stage

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1



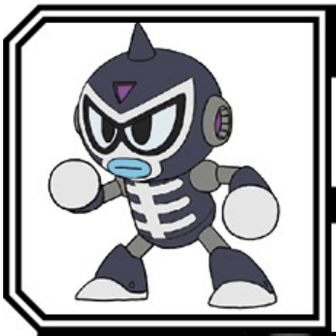
TANK OVEN

A camp cooking robot that specializes in hotpots. Now upgraded for battle by Dr. Wily, it's piloted by a potato-shaped robot and fires carrot bombs.

STAGE

Torch Man Stage
Gear Fortress Stage 2

PART									
Tank	—	—	—	—	—	—	—	—	—
PART									
Potato	—	x1	x1	x1	x1	x1	x2	x1	x1



SHIMOBEY

An actor robot used in hero shows as the evil foot soldier. Dreaming of someday playing the hero, it always tries to look its best as the heroes beat it up.

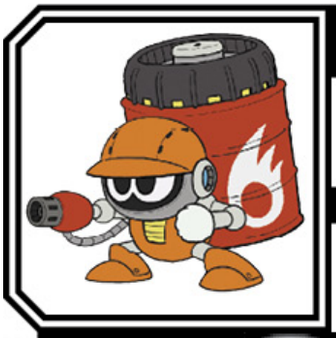
STAGE

Blast Man Stage
Gear Fortress Stage 2

PART									
—	—	x1	x1	x1	x1	x1	x1	x1	x1

SPECIAL

Blazing Torch and Chain Blast will immediately detonate this enemy. Tundra Storm will freeze them, preventing an explosion.



FIRE SERVER

This drink vendor robot has had its soda replaced with flammable oil. The tank on its back could go up at any moment.

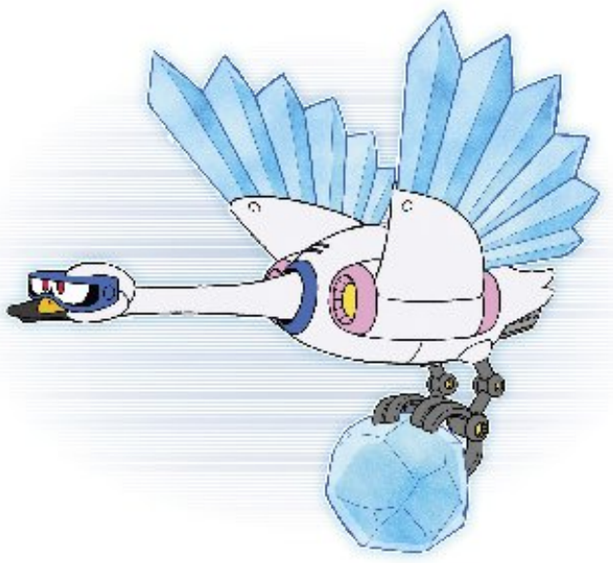
STAGE

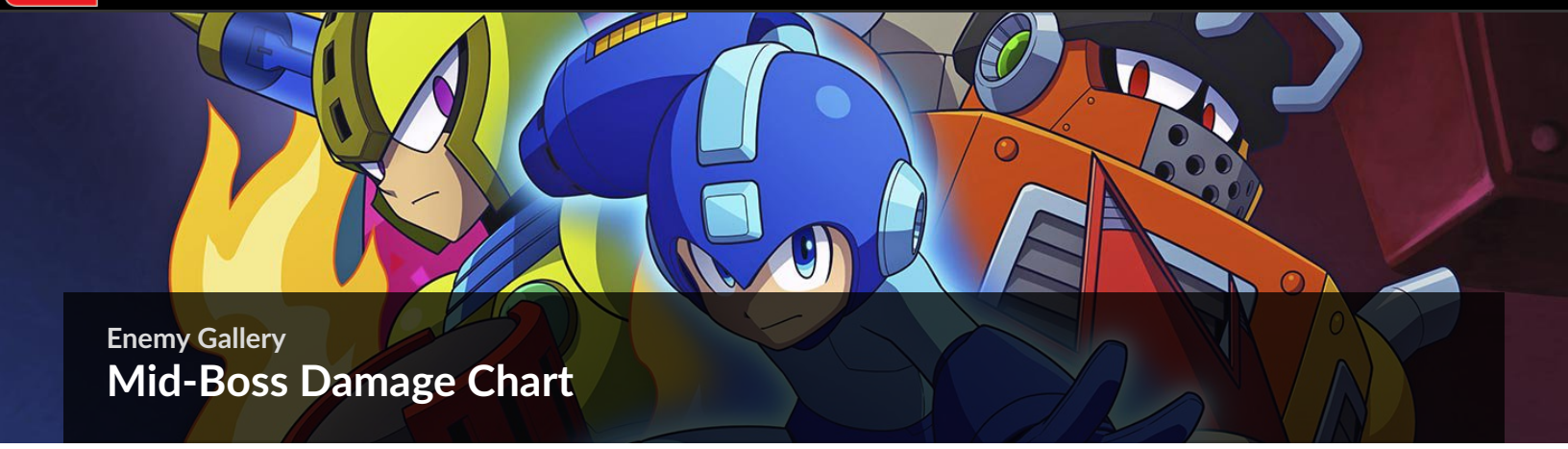
Blast Man Stage
Gear Fortress Stage 3

PART									
—	—	x1	x1	x1	x1	x1	x1	x4	x4

SPECIAL

Blazing Torch and Chain Blast will immediately detonate this enemy. Tundra Storm will freeze them, preventing an explosion. The tank does not become a 1UP when using the Mega Tank because it is treated as a bullet.

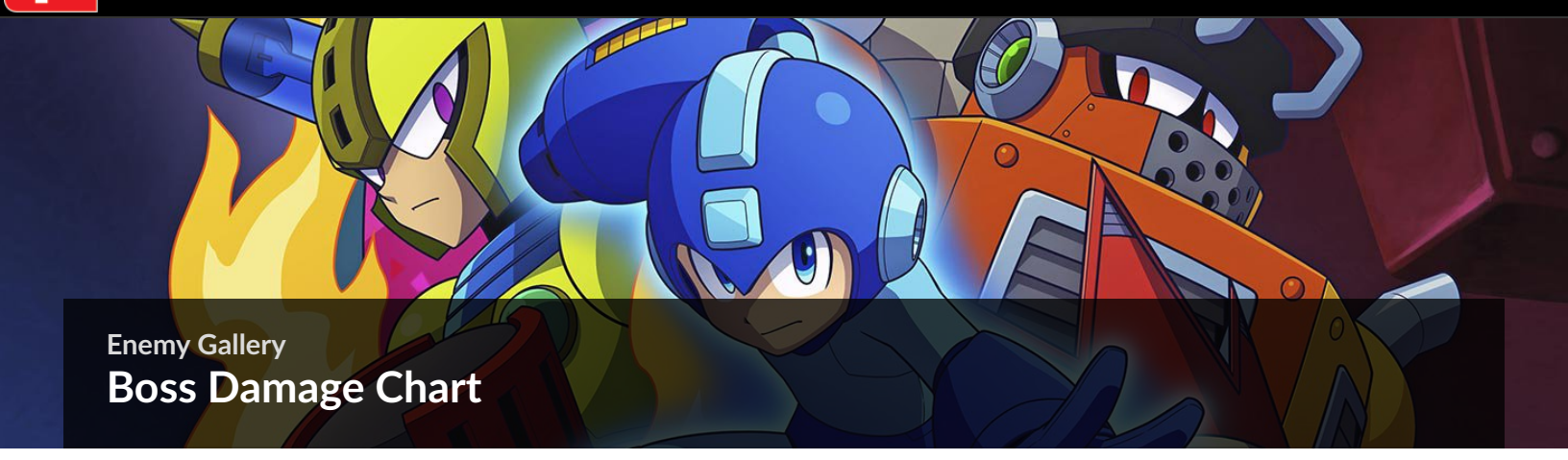




Enemy Gallery

Mid-Boss Damage Chart

		Normal/Power Gear	Spark Thunder	Tundra Storm	Blazing Torch	Chain Blast	Block Dropper	Acid Barrier	Pile Driver
	Totemer	Normal	x1	8	2	x4	x1	1	x1.5
		Power Gear	x1	8	2	x4	x1	1	x1.5
	Cyclone W	Normal	Fired Shot: 4Split Balls: 4Elec Discharge: 12	x1	x1	x1	x2.5	x1	x1
		Power Gear	Fired Shot: 4Split Balls: 12	x1	x1	x1	5	x1	x1
	Pickman Digger	Normal	x1	8	2	x3	x4	x1	x1
		Power Gear	x1	8	2	x3	x4	x1	Charge x1Explos 12
	Frog Balloon	Normal	x0	x1	x2.5	1: x1, 2: x4, 3: x6. 4: x8	x1	1	x3
		Power Gear	x0	x1	x2.5	12	2	1	x1
	Dread Spark	Normal	x1	8	2	1: x1, 2: x4, 3: x6. 4: x8	x1	Buster: 6	Charge x4Explos 4
		Power Gear	x1	8	2	12	1	Buster: 8Droplets: 4Buster 6	Charge x4Explos 8
	Pump Master K	Normal	x1	4	x2	1: x1, 2: x4, 3: x6. 4: x8	12	x1	x1.5
		Power Gear	x1	4	x2	12	x2	1	x1.5
	Mecha-Mammo-stal	Normal	Fired Shot: ×1Split Balls: 4Elec Discharge: 8	x0	2	1: 6, 2: 14, 3: 20, 4: 26	x1	x1	x1
		Power Gear	Fired Shot: ×1Split Balls: 16	x0	2	26	x1	x1	Charge: ×1Explos 12
	Sparkey	Normal	2	34	2	1: x1, 2: x4, 3: x6. 4: x8	2	Buster: 5	Charge: 4Explosio 4
		Power Gear	2	34	2	12	1	Buster: 4Droplets: 4Buster: 5	Charge: 4Explosio 8
	Thrill Twins	Normal	x2	x1.5	2	1: 8, 2: 18, 3: 26, 4: 34	x1	2	x1
		Power Gear	Fired Shot: 2Split Balls: 4	16	2	30	3	2	x1
	Skull Pillar	Normal	Fired Shot: 6Split Balls: 3Elec Discharge: 3	x.05	x1	x2	x1	x1	x1
		Power Gear	Fired Shot: 6Split Balls: 6	x.05	x1	x2	x1	x1	x1



Enemy Gallery

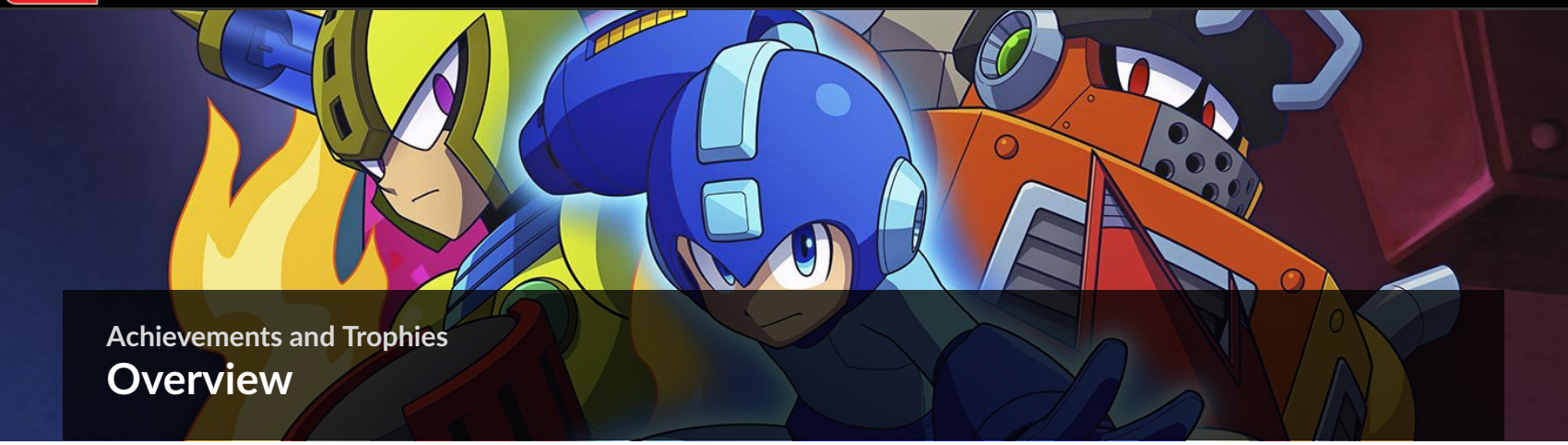
Boss Damage Chart

	Mega Buster		Mega Buster (Lrg)		Mega Buster (Double)		Mega Buster (Final charge Shot)		Block Dropper	
	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear
Block Man	2	—	6	—	—	6	—	16	2	2
Block Man (Golem)	2	—	6	—	—	6	—	16	2	2
Acid Man	2	—	6	—	—	6	—	16	10	10
Impact Man	2	—	6	—	—	6	—	16	4	4
Bounce Man	2	—	6	—	—	6	—	16	4	4
Fuse Man	2	—	6	—	—	6	—	16	4	4
Tundra Man	2	—	6	—	—	6	—	16	4	4
Torch Man	2	—	6	—	—	6	—	16	4	4
Blast Man	2	—	6	—	—	6	—	16	2	2
Yellow Devil MK-III	2	—	6	—	—	6	—	16	2	2
Yellow Devil MK III (Chibi Devil)	2	—	6	—	—	6	—	16	2	2
Mawverne	2	—	4	—	—	4	—	16	2	2
Wily Machine No. 11 (Form 1)	2	—	4	—	—	4	—	14	2	2
Wily Machine No. 11 (Form 2)	2	—	4	—	—	4	—	12	2	2

	Acid Barrier		Acid Drop		Acid Shot		Pile Driver (Charge)		Pile Driver (Explosion)	
	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear
Block Man	—	2	—	2	2	2	4	4	4	6
Block Man (Golem)	—	2	—	2	2	2	4	4	4	6
Acid Man	—	2	—	2	2	2	4	4	4	6
Impact Man	—	8	—	6	8	10	2	2	2	2
Bounce Man	—	4	—	2	2	4	8	8	8	12
Fuse Man	—	4	—	2	2	4	4	4	4	6
Tundra Man	—	4	—	2	2	4	4	4	4	6
Torch Man	—	4	—	2	2	4	4	4	4	6
Blast Man	—	4	—	2	2	4	4	4	4	6
Yellow Devil MK-III	—	2	—	2	2	2	4	8	2	4
Yellow Devil MK III (Chibi Devil)	—	2	—	2	2	2	4	8	2	4
Mawverne	—	2	—	2	2	2	6	8	6	8
Wily Machine No. 11 (Form 1)	—	16	—	10	10	14	4	8	4	8
Wily Machine No. 11 (Form 2)	—	16	—	10	6	10	4	6	4	6

	Bounce Ball		Scramble Thunder		Scramble Thunder (Shock Tremor)		Scramble Thunder (Discharge)		Tundra Storm	
	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear	Normal	Power Gear
Block Man	2	2	2	2	2	4	4	—	8	8
Block Man (Golem)	2	2	2	2	2	4	4	—	8	8
Acid Man	2	2	2	2	2	4	4	—	8	8
Impact Man	2	2	2	2	2	4	4	—	8	8
Bounce Man	2	2	2	2	2	2	2	—	8	8
Fuse Man	8	8	2	2	2	2	2	—	2	2
Tundra Man	2	2	8	10	8	16	8	—	2	2
Torch Man	2	2	2	2	2	4	4	—	12	18
Blast Man	2	2	2	2	2	4	4	—	8	8
Yellow Devil MK-III	2	2	2	2	2	2	2	—	2	4
Yellow Devil MK III (Chibi Devil)	2	2	2	2	2	2	2	—	2	4
Mawverne	6	6	2	2	2	2	2	—	2	4
Wily Machine No. 11 (Form 1)	2	2	2	2	2	2	2	—	2	2
Wily Machine No. 11 (Form 2)	2	2	6	8	4	6	4	—	2	2

	Blazing Torch		Chain Blast	
	Normal	Power Gear	Normal	Power Gear
Block Man	4	4	8, 10, 16, 22	20
Block Man (Golem)	4	4	8, 10, 16, 22	20
Acid Man	4	4	2, 4, 8, 12	10
Impact Man	4	4	2, 4, 8, 12	10
Bounce Man	4	4	2, 4, 8, 12	10
Fuse Man	4	4	2, 4, 8, 12	10
Tundra Man	4	4	2, 4, 8, 12	10
Torch Man	2	2	2, 2, 2, 4	4
Blast Man	12	12	2, 4, 6, 8	8
Yellow Devil MK-III	2	4	2, 4, 8, 16	12
Yellow Devil MK III (Chibi Devil)	2	4	2, 4, 8, 16	12
Mawverne	2	2	2, 4, 6, 8	6
Wily Machine No. 11 (Form 1)	2	2	2, 6, 8, 12	10
Wily Machine No. 11 (Form 2)	2	2	2, 4, 6, 8	8



Achievements and Trophies

Overview

	0: The Blue Bomber Returns
Hidden?	No
Description	Obtain all trophies.
Tips	Exclusive to the PlayStation version.
Trophy Rank	Platinum

	1: One Down, Seven to Go...
Hidden?	No
Description	Complete 1 of the 8 stages.
Tips	Earned by playing through the main game.
Trophy Rank	Bronze

	2: Now We're Getting Somewhere
Hidden?	No
Description	Complete 4 of the 8 stages.
Tips	Earned by playing through the main game.
Trophy Rank	Bronze

	3: Where's Wiley?
Hidden?	No
Description	Complete all 8 of the 8 stages.
Tips	Earned by playing through the main game.
Trophy Rank	Bronze

	4: No Getting Away This Time!
Hidden?	Yes
Description	Complete Gear Fortress Stage 3.
Tips	Earned by playing through the main game.
Trophy Rank	Bronze

	5: Protector of Peace
Hidden?	Yes
Description	Complete the game on Normal difficulty or harder.
Tips	Earned by playing through the main game.
Trophy Rank	Silver

	6: The World's Best Hope
Hidden?	No
Description	Complete the game on Superhero difficulty.
Tips	Unless you're looking for a real challenge, use the Block Man Screw-grinding method to gear up right away and always stay stocked with max support items. Playing through on Normal and practicing in the Challenges can also help prepare for Superhero difficulty.
Trophy Rank	Silver

7: Go Blue or Go Home

Hidden?	Yes
Description	Reach boss room with no damage/deaths/death protection. (Excludes Gear Fortress and Challenge Mode.)
Tips	Once you've played all eight of the Robot Master stages, replay the one you felt most comfortable with and do whatever it takes to avoid taking damage or using Beat Calls/Pierce Protectors.
Trophy Rank	Silver

8: Mid-Boss Buster

Hidden?	Yes
Description	Defeat the Mid-Bosses of all 8 stages without special weapons. (1st Play)
Tips	Learn the bosses' patterns, use the Power Gear, and carry the max amount of Energy Tanks to each battle.
Trophy Rank	Silver

9: Boss Buster

Hidden?	Yes
Description	Defeat the bosses of all 8 stages without special weapons. (1st Play)
Tips	Learn the bosses' patterns, use the Power Gear, and carry the max amount of Energy Tanks to each battle.
Trophy Rank	Silver

10: Mega Unstoppable

Hidden?	No
Description	Complete the game on Normal difficulty or harder without getting a game-over. (1st Play)
Tips	Use the Block Man Screw-grinding method to ensure you always have maximum lives and recovery/death protection items.
Trophy Rank	Silver

	11: The Blue Flash
Hidden?	No
Description	Complete the game on Normal difficulty or harder within 60 minutes. (1st Play)
Tips	Your first time through the game will likely come in at several hours, but once you're familiar with the stages and enemy weaknesses, completing all 12 stages in 60 minutes is doable. Don't waste time in the menus or lab, and practice in Challenge Mode if you need help improving your times.
Trophy Rank	Gold

	12: Can't Improve on Perfection
Hidden?	No
Description	Complete the game on Casual difficulty or harder without buying/using items or parts. (1st Play)
Tips	Being able to play on Casual helps somewhat, but this one's going to be tough. You won't even be able to use any support items you pick up in stages.
Trophy Rank	Silver

	13: Demolition Man
Hidden?	Yes
Description	Block Man Stage. Use Chain Blast to destroy a stone wall. (Excludes Challenge Mode.)
Tips	Unless you completely ignored the sage wisdom of this official guide and did Blast Man's stage before Block Man's, you'll have to return to Block Man's stage once you've unlocked the Chain Blast.
Trophy Rank	Bronze

	14: No Experiments!
Hidden?	Yes
Description	Acid Man Stage. Reach the boss without letting any pools change. (Excludes Challenge Mode.)
Tips	You'll need to get aggressive about taking out Pipettos as soon as their little feet appear onscreen. You can also dive into an acid shot to take the damage and prevent it from hitting any acid pools if you really have to.
Trophy Rank	Bronze

	15: Fight Acid with Acid
Hidden?	Yes
Description	Acid Man Stage. Enter a green acid pool using Acid Barrier. (Excludes Challenge Mode.)
Tips	Return to Acid Man's stage and activate the Acid Barrier; then jump into the first green acid pool.
Trophy Rank	Bronze

	16: Live to Fight Another Day
Hidden?	Yes
Description	Impact Man Stage. Dodge all Impact Brothers and reach the boss. (Excludes Challenge Mode.)
Tips	If you don't get it naturally, use the Speed Gear Booster to outmaneuver the Impact Bros. This can also be done post-game with the Cooling System ∞, providing unlimited Speed Gear time.
Trophy Rank	Silver

	17: Playtime's Over
Hidden?	Yes
Description	Bounce Man Stage.. Destroy all balloon enemies once and reach the boss. (Excludes Challenge Mode.)
Tips	Don't leave any Balloons or Bunby Balloons alive!
Trophy Rank	Silver

	18: Danger! High Voltage!
Hidden?	Yes
Description	Fuse Man Stage. Avoid all lightning emitters and reach the boss. (Excludes Challenge Mode.)
Tips	Like with Live to Fight Another Day, the Speed Gear Booster and Cooling System parts will make this much easier.
Trophy Rank	Silver

	19: I Think You Dropped Something...
Hidden?	Yes
Description	Tundra Man Stage. Avoid all ice from Ice Swans and reach the boss. (Excludes Challenge Mode.)
Tips	Keep the Speed Gear and Pile Driver ready for areas with Ice Swans and you should be able to avoid them relatively easily. Do not destroy the swan or the ice.
Trophy Rank	Silver

	20: Cold Turkey
Hidden?	Yes
Description	Torch Man Stage. Prevent Sparkey the Barbecue Turkey from relighting. (Excludes Challenge Mode.)
Tips	As described in the walkthrough, destroy all Lampers during the battle to prevent Sparkey from being reignited. You can reach them easily using the Block Dropper.
Trophy Rank	Bronze

	21: Explosions? What Explosions?
Hidden?	Yes
Description	Blast Man Stage. Avoid all exploding boxes and reach the boss. (Excludes Challenge Mode.)
Tips	You don't have to prevent them from being set off (which is impossible in many cases); you just have to avoid taking damage from any box explosions.
Trophy Rank	Bronze

	22: Stop, Drop, and Roll
Hidden?	Yes
Description	Gear Fortress 1. Destroy all Wall Blasters, Missile Cones, and Air Nuts once and reach the boss. (Excludes Challenge Mode.)
Tips	Don't leave any robots breathing.
Trophy Rank	Silver

	23: Unstoppable
Hidden?	Yes
Description	Gear Fortress 2. Destroy all foes in Skull Roller area and reach the boss. (Excludes Challenge Mode.)
Tips	Use the Speed Gear Booster and Block Dropper/Tundra Storm to move quickly and kill everyone.
Trophy Rank	Silver

	24: The Regulars
Hidden?	No
Description	Destroy all types of Metall, Shield Attacker, Sniper Joe, Gabyoall, and Batton. (1st Play)
Tips	The description says “all types,” but it really just means one of each of the listed enemies. This should occur naturally, assuming you’re as bloodthirsty as most gamers.
Trophy Rank	Bronze

	25: Location, Location, Location
Hidden?	No
Description	Destroy a Tatepakkan from the back.
Tips	Tatepakkans will never turn around, so you can easily jump over one and shoot it from behind.
Trophy Rank	Bronze

	26: Brute Force
Hidden?	No
Description	Destroy 10 blocking enemies using special weapons. (1st Play; excludes Challenge Mode.)
Tips	Use special weapons on enemies with the guard ability (Metall, Sniper Joe, Batton, Shield Attacker, Shield Attacker M, Propeller Eye T, Tatepakkan, Mecha-Mammostal).
Trophy Rank	Bronze

	27: Bullet Blaster
Hidden?	No
Description	Destroy 30 enemy projectiles. (1st Play; excludes Challenge Mode.)
Tips	Enemies that fire destructible projectiles include Pickman, Missile Cone, Cannopeller II, Ice Swan, Dread Spark, Tank Oven, Fire Server, Wily Machine No. 11, etc.
Trophy Rank	Bronze

	28: Collateral Blammage
Hidden?	No
Description	Destroy three or more enemies using a Shimobey explosion.
Tips	Shimobeys appear in Blast Man's stage and Gear Fortress 2. Because they run around chasing Mega Man, it's easy to lure them toward or shoot them into other enemies.
Trophy Rank	Bronze

	29: The Harder They Fall
Hidden?	No
Description	Destroy 20 Crunch Don, Press Don, and Sniper Armor D in total. (1st Play; excludes Challenge Mode.)
Tips	Unfortunately, there are not 20 of these enemies in a single run of each stage. Since you have to do this before completing Gear Fortress 4, you'll need to replay a few stages. There are lots of Crunch Dons in Block Man's stage.
Trophy Rank	Bronze

	30: Better You Than Me
Hidden?	No
Description	Destroy a Mini Shpider using an acid pool, BBQ grill, or other environmental hazard.
Tips	You'll likely get this without even trying in Acid Man's stage. If you don't, there are multiple Shpiders at the start of the stage, over a green acid pool. Just shoot them to release the Mini Shpiders.
Trophy Rank	Bronze

	31: Catch 'Em Off Guard
Hidden?	No
Description	Destroy a Sniper Joe piloting a Sniper Armor D.
Tips	You have to aim for the pilot without destroying the mech.
Trophy Rank	Bronze

	32: Your Work Here Is Done
Hidden?	No
Description	Destroy an Arc Weldy obstacle.
Tips	It's a good practice to destroy these anyway, so you may get them naturally as you make your way through Impact Man's stage. Use a Charge Shot or special weapon to hit them.
Trophy Rank	Bronze

	33: Bullseye!
Hidden?	No
Description	Defeat a Mawaru C using your Mega Buster without Speed Gear.
Tips	This just takes a little bit of timing, or you can shoot repeatedly until you get lucky. There are numerous Mawaru Cs in Block Man's stage, some of which will go back and forth until you've destroyed the stone walls blocking their path.
Trophy Rank	Bronze

	34: Guard Breaker
Hidden?	No
Description	Defeat 30 enemies while their guard is broken. (1st Play; excludes Challenge Mode.)
Tips	Unlike the Brute Force achievement, you'll need to guard break enemies and then take them out while they're stunned. Use the Speed Gear to land a follow-up attack after the initial Charge Shot.
Trophy Rank	Bronze

	35: Three Birds, One Stone
Hidden?	No
Description	Defeat three or more enemies with one Charge Shot.
Tips	If not by accident, you can get this easily against Mini Shpiders in Acid Man or Torch Man's stages.
Trophy Rank	Bronze

	36: Area Secure
Hidden?	No
Description	Destroy all types of Gabyoall, Elec Crosser, and Elec Xtender. (1st Play; excludes Challenge Mode.)
Tips	Destroy one of each of the listed enemies. They have specific weaknesses and are otherwise invulnerable, so check their weakness data in the walkthrough or Enemy Gallery.
Trophy Rank	Bronze

	37: Everything-Proof
Hidden?	No
Description	Run into an instant-death hazard without dying.
Tips	Make sure you're holding a Pierce Protector and then make contact with a spike. You can find some spikes at the beginning of Tundra Man's stage, among many other places.
Trophy Rank	Bronze

	38: Speed Gear Master
Hidden?	No
Description	Destroy 10 enemies during one Speed Gear use. (Excludes Challenge Mode.)
Tips	Again, the Mini Shpiders at the beginning of Acid Man's stage make this easy.
Trophy Rank	Bronze

	39: Power Gear Master
Hidden?	No
Description	Defeat a boss using only Power Gear attacks. (Excludes Challenge Mode.)
Tips	Most of the Robot Masters and Mid-Bosses can be destroyed in a single use of Power Gear by using their weakness.
Trophy Rank	Bronze

	40: Quick Draw
Hidden?	No
Description	Destroy 100 enemies using Speed Gear. (1st Play; excludes Challenge Mode.)
Tips	This has to be done before defeating Dr. Wily, so if you haven't unlocked it by the end of Gear Fortress 3, return to Acid Man's stage and farm Mini Shpiders.
Trophy Rank	Bronze

	41: All Power, All Time
Hidden?	No
Description	Destroy 80 enemies using Power Gear. (1st Play; excludes Challenge Mode.)
Tips	This has to be done before defeating Dr. Wily, so if you haven't unlocked it by the end of Gear Fortress 3, return to Acid Man's stage and farm Mini Shpiders.
Trophy Rank	Bronze

	42: Firing at Max Power
Hidden?	No
Description	Defeat an enemy using the Final Charge Shot.
Tips	First your health must be low enough to activate Double Gear; then you must reach the second-level Charge Shot. Unleash your fury on the nearest unsuspecting robot!
Trophy Rank	Bronze

	43: Power Up
Hidden?	No
Description	Use a special weapon while Power Gear is active.
Tips	If you followed this guide, you got this when using the Block Dropper against Cyclone W.
Trophy Rank	Bronze

	44: Collector
Hidden?	No
Description	Purchase five parts.
Tips	Do some shopping! If you followed the guide's suggestion for Screw-grinding, you'll have this before you complete your first stage.
Trophy Rank	Bronze

	45: Things Are Looking 1UP!
Hidden?	No
Description	Use a Mystery Tank and turn an enemy into a 1UP.
Tips	The Mega Tank (aka Mystery Tank) will turn all onscreen enemies into 1UPs if you use it when your health and weapon energy are completely full.
Trophy Rank	Bronze

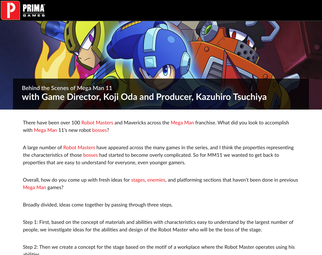
	46: Built to Win
Hidden?	No
Description	Get Bronze Rank or higher five times.
Tips	Visit the Challenges chapter. The Robot Master and Mid-Boss challenges in the Playground tend to be the fastest and easiest ways to get Gold.
Trophy Rank	Bronze

	47: Tuned for Performance
Hidden?	No
Description	Get Silver Rank or higher five times.
Tips	Visit the Challenges chapter. The Robot Master and Mid-Boss challenges in the Playground tend to be the fastest and easiest ways to get Gold.
Trophy Rank	Bronze

	48: Programmed for Perfection
Hidden?	No
Description	Get Gold Rank five times.
Tips	Visit the Challenges chapter. The Robot Master and Mid-Boss challenges in the Playground tend to be the fastest and easiest ways to get Gold.
Trophy Rank	Silver

	49: Survival Skills
Hidden?	Yes
Description	Complete Dr. Light's Trial for the first time.
Tips	Check out the Dr. Light's Trial section of the Challenges chapter in this guide.
Trophy Rank	Silver

	50: Gallery Gazer
Hidden?	No
Description	Unlock and view all Gallery files.
Tips	By completing Gear Fortress 4, you will have unlocked all Gallery files. Enter the Gallery in Extra Modes and view any file that says "NEW."
Trophy Rank	



Behind the Scenes of Mega Man 11

with Game Director, Koji Oda and Producer, Kazuhiro Tsuchiya

There have been over 100 Robot Masters and Mavericks across the Mega Man franchise. What did you look to accomplish with Mega Man 11's new robot bosses?

A large number of Robot Masters have appeared across the many games in the series, and I think the properties representing the characteristics of those bosses had started to become overly complicated. So for MM11 we wanted to get back to properties that are easy to understand for everyone, even younger gamers.

Overall, how do you come up with fresh ideas for stages, enemies, and platforming sections that haven't been done in previous Mega Man games?

Broadly divided, ideas come together by passing through three steps.

Step 1: First, based on the concept of materials and abilities with characteristics easy to understand by the largest number of people, we investigate ideas for the abilities and design of the Robot Master who will be the boss of the stage.

Step 2: Then we create a concept for the stage based on the motif of a workplace where the Robot Master operates using his abilities.

Step 3: Taking the concept from Step 2, we add touches of the Robot Master using their abilities for evil and the workplace falling into ruin to complete the concept.

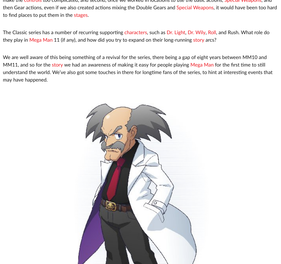
Mega Man 11 is easily one of the most beautiful 2.5D games ever made. Can you talk about the work that went into the aesthetics?

We paid close attention to the following three points:

A: Seeking a stage design that allows the three basic actions of "shoot," "jump" and "slide" to be fully enjoyed.

B: Placing our focus on point A, creating a unified art design that prevents the graphics or visual effects from becoming too emphasized and getting in the way of the action.

C: While taking both A and B into account, completing a new art style that doesn't have an 8-bit atmosphere and really brings out the innate warmth of the illustrations.

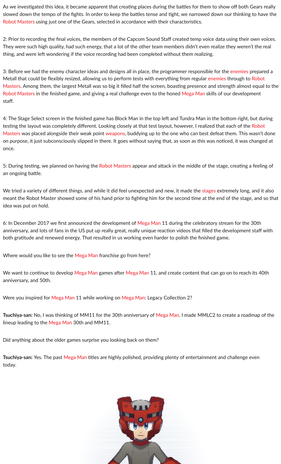


When I first heard of the Double Gear system I immediately expected it meant you could mix and match the various Special Weapons to create new effects. Was that ever a consideration?

We did investigate that during the initial stages of development. In the end, however, we settled on a less complex system in which the Special Weapons are simply enhanced when using the Power Gear, for two main reasons. First, it would potentially make the controls too complicated, and second, once we worked in locations to use the basic actions, Special Weapons, and then Gear actions, even if we also created actions mixing the Double Gears and Special Weapons, it would have been too hard to find places to put them in the stages.

The Classic series has a number of recurring supporting characters, such as Dr. Light, Dr. Wily, Roll, and Rush. What role do they play in Mega Man 11 (if any), and how did you try to expand on their long-running story arcs?

We are well aware of this being something of a revival for the series, there being a gap of eight years between MM10 and MM11, and so for the story we had an awareness of making it easy for people playing Mega Man for the first time to still understand the world. We've also got some touches in there for longtime fans of the series, to hint at interesting events that may have happened.



You've both worked on some of Capcom's darker and more violent franchises. What was it like jumping into a much more bright and colorful project?

The individual tone of each project is different, but we base all of our ideas in thinking first and foremost about exactly what it is that the fans want. That's our common approach to every project, and we decide upon a suitable tone in each individual instance. That means we had no particular awareness of the differences in tone when it comes to Mega Man.

Can you share some behind-the-scenes trivia or anecdotes that fans may not know about this game or previous Mega Man games?

Very well, here are some episodes from behind-the-scenes:

1: To begin with, the idea was for all of the Robot Masters to use both Power and Speed Gears.

As we investigated this idea, it became apparent that creating places during the battles for them to show off both Gears really slowed down the tempo of the fights. In order to keep the battles tense and tight, we narrowed down our thinking to have the Robot Masters using just one of the Gears, selected in accordance with their characteristics.

2: Prior to recording the final voices, the members of the Capcom Sound Staff created temp voice data using their own voices. They were such high quality, had such energy, that a lot of the other team members didn't even realize they weren't the real thing, and were left wondering if the voice recording had been completed without them realizing.

3: Before we had the enemy character ideas and designs all in place, the programmer responsible for the enemies prepared a Metall that could be flexibly resized, allowing us to perform tests with everything from regular enemies through to Robot Masters. Among them, the largest Metall was so big it filled half the screen, boasting presence and strength almost equal to the Robot Masters in the finished game, and giving a real challenge even to the honed Mega Man skills of our development staff.

4: The Stage Select screen in the finished game has Block Man in the top left and Tundra Man in the bottom right, but during testing the layout was completely different. Looking closely at that test layout, however, I realized that each of the Robot Masters was placed alongside their weak point weapons, buddying up to the one who can best defeat them. This wasn't done on purpose, it just subconsciously slipped in there. It goes without saying that, as soon as this was noticed, it was changed at once.

5: During testing, we planned on having the Robot Masters appear and attack in the middle of the stage, creating a feeling of an ongoing battle.

We tried a variety of different things, and while it did feel unexpected and new, it made the stages extremely long, and it also meant the Robot Master showed some of his hand prior to fighting him for the second time at the end of the stage, and so that idea was put on hold.

6: In December 2017 we first announced the development of Mega Man 11 during the celebratory stream for the 30th anniversary, and lots of fans in the US put up really great, really unique reaction videos that filled the development staff with both gratitude and renewed energy. That resulted in us working even harder to polish the finished game.

Where would you like to see the Mega Man franchise go from here?

We want to continue to develop Mega Man games after Mega Man 11, and create content that can go on to reach its 40th anniversary, and 50th.

Were you inspired for Mega Man 11 while working on Mega Man: Legacy Collection 2?

Tsuchiya-san: No, I was thinking of MM11 for the 30th anniversary of Mega Man. I made MMLC2 to create a roadmap of the lineup leading to the Mega Man 30th and MM11.

Did anything about the older games surprise you looking back on them?

Tsuchiya-san: Yes. The past Mega Man titles are highly polished, providing plenty of entertainment and challenge even today.

You programmed both Mega Man 7 and Super Puzzle Fighter II Turbo. Have you ever considered a match-three fighting game featuring Mega Man characters?

Tsuchiya-san: I like fighting games on a personal level, too, so if an idea that the fans could accept comes up, I might give it some thought. But with titles like Street Fighter and Darkstalkers, we'd have some pretty big boots to fill, so I'd have to pour my heart and soul into making that game! :D

You've worked on three of Capcom's iconic platformers: Ghosts 'N' Goblins, Strider, and now Mega Man. What key lessons or inspiration did you bring from those previous projects into Mega Man 11?

Oda-san: Both Ghosts 'N' Goblins and Strider are 2D-based action games, and I'm aware that they have their own unique worlds and game tempo, and require delicate and refined play techniques in order to defeat them, aspects that have supported their popularity over many years.

Mega Man is comprised of similar elements, and so I paid particular care during the design of the game to making sure no unnecessary elements were added, that might break down or lose that essential nature.

Did you try to sneak any zombies or Tyrants into the game?

It doesn't look like there are any zombies or Tyrants in the year 200X, when Mega Man is active! Maybe a Robot Master specializing in hunting B.O.W.s has already been developed by that time! :)

Given the extremely positive reaction to Mega Man 11's visuals, would you ever consider remakes of any classic Mega Man games?

Oda-san: At the moment I'm still buried under the pressure of getting the game finished on all platforms, so to be honest I can't think that far ahead right now, but regardless of the graphical style I hope to continue to be involved in the further development of Mega Man.

Thinking over the 30 years of this iconic franchise, can you two name one or two memorable Mega Man characters—such as Proto Man, Roll, Dr. Wily, Zero, Tron Bonne, etc. What about them stands out to you?

Dr. Wily and Zero. Dr. Wily because he's just the perfect, ideal depiction of a mad scientist, Even if he did take over the world, it might actually be quite a fun place! For Zero, he's both the rival of our main character and his good friend, depicted as a character you can really look up to and sympathize with. I don't think there are many other characters in games depicted quite as cool as he is.

Can you name one or two of your favorite bosses from the old games? What about them stood out to you?

Ice Man in Mega Man 1. He's so cute that he doesn't even really look like a robot, but there's nothing cute about the difficulty of his stage or the boss battle. He's an embodiment of the lesson 'don't judge a book by its cover."

Can you name one or two of your favorite stages from the old games? What about them stood out to you?

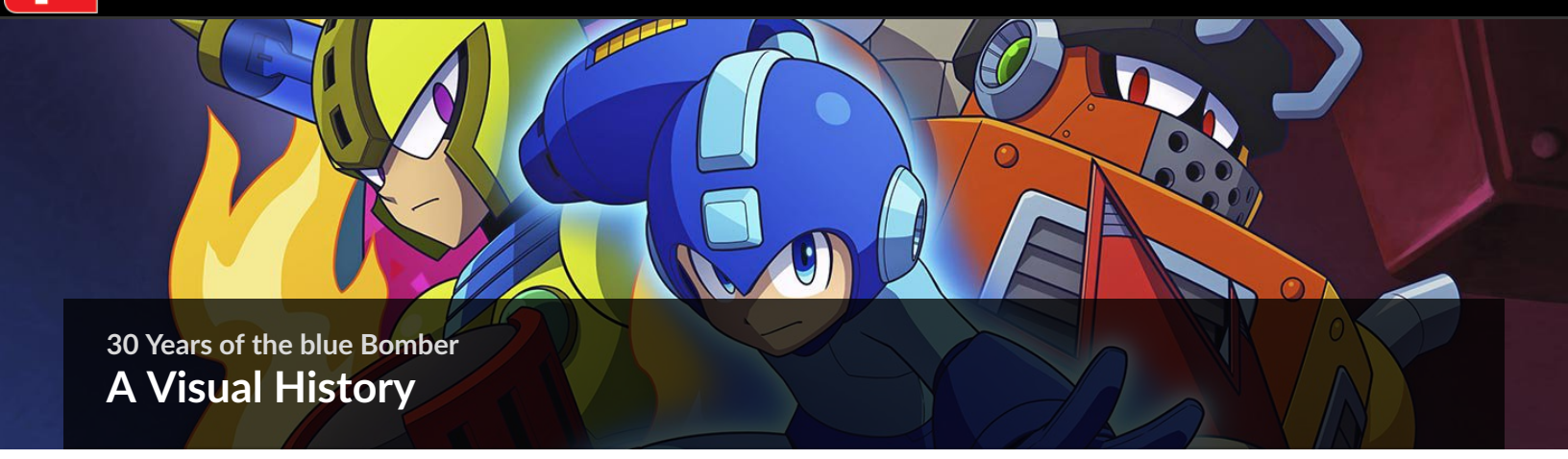
The Mega Man 5 Gravity Man stage. The idea of having a stage where the gravity switches around was especially fresh, and it's a stage design with very fun gameplay.

Can you name one or two of your favorite special weapons from the old games?

The Metal Blade in Mega Man 2 was extremely versatile, and the ultimate partner for tackling the challenges of the game.

Do you have any favorite music tracks from the old games?

This is probably the same opinion as pretty much everyone, but I think the music for the Mega Man 2 Wily Stage is an unforgettable classic. I hope that the music in Mega Man 11 can become just as loved all around the world.



30 Years of the blue Bomber

A Visual History

30 YEARS OF THE BLUE BOMBER

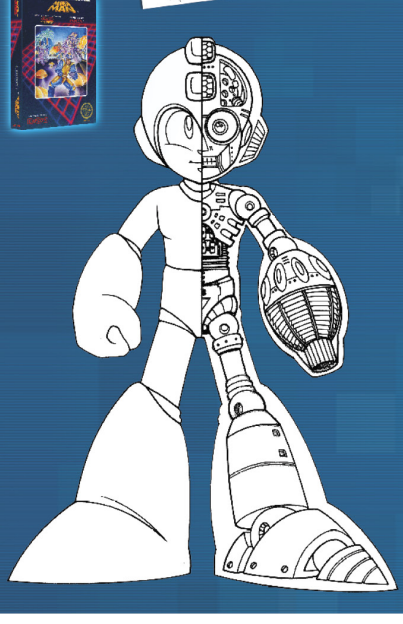
1987 — MEGA MAN

1989 — MEGA MAN 2

1990 — MEGA MAN 3

1991 — MEGA MAN: DR. WILY'S REVENGE

1992 — MEGA MAN 4, MEGA MAN 5, MEGA MAN II, MEGA MAN III



2002 — MEGA MAN BATTLE NETWORK 2; MEGA MAN ZERO

2003 — MEGA MAN X7; MEGA MAN BATTLE NETWORK 3; MEGA MAN ZERO 2; MEGA MAN & BASS; MEGA MAN NETWORK TRANSMISSION

2004 — MEGA MAN X8; MEGA MAN BATTLE NETWORK 4; MEGA MAN X: COMMAND MISSION; MEGA MAN ZERO 3; MEGA MAN BATTLE CHIP CHALLENGE

2005 — MEGA MAN BATTLE NETWORK 5; MEGA MAN ZERO 4; MEGA MAN BATTLE NETWORK 5 DOUBLE TEAM DS

2006 — MEGA MAN MAVERICK HUNTER X; MEGA MAN BATTLE NETWORK 6; MEGA MAN ZX

2007 — MEGA MAN STAR FORCE; MEGA MAN ZX ADVENT

2008 — MEGA MAN 9; MEGA MAN STAR FORCE 2

2009 — MEGA MAN STAR FORCE 3

MEGA MAN
Since 1987

1993 — MEGA MAN IV

1994 — MEGA MAN 6; MEGA MAN X; MEGA MAN SOCCER; MEGA MAN V

1995 — MEGA MAN X2; MEGA MAN 7

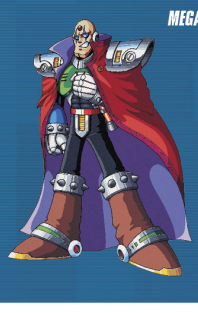
1996 — MEGA MAN X3

1997 — MEGA MAN 8; MEGA MAN X4

1998 — MEGA MAN LEGENDS

2000 — THE MISADVENTURES OF TRON BONNE; MEGA MAN LEGENDS 2

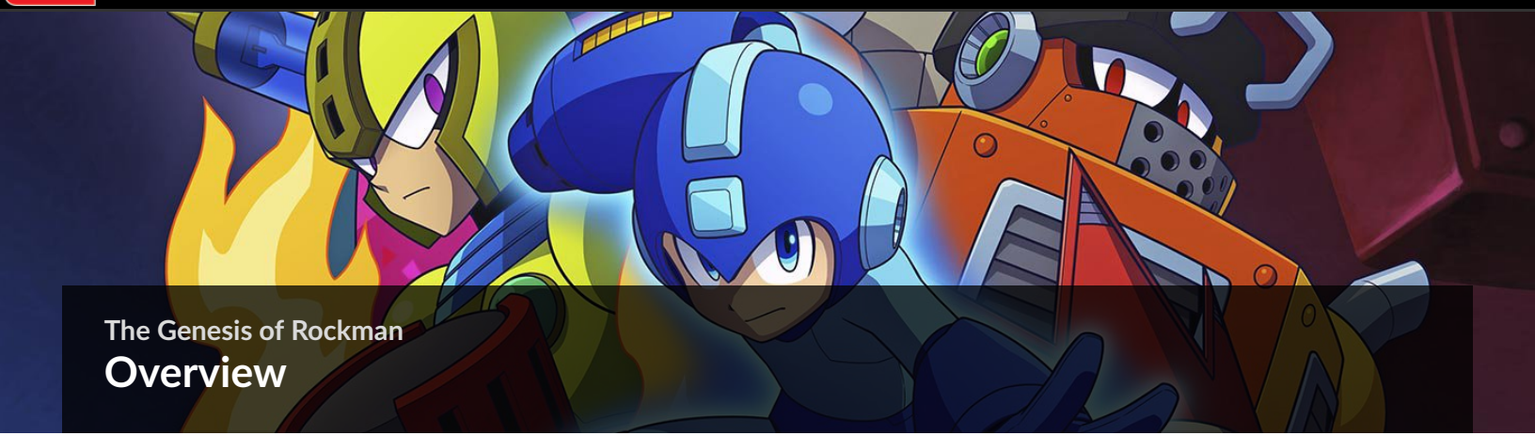
2001 — MEGA MAN X5; MEGA MAN X6; MEGA MAN XTREME; MEGA MAN BATTLE NETWORK; MEGA MAN XTREME 2



2010 — MEGA MAN 10

2012 — STREET FIGHTER X MEGA MAN

2018 — MEGA MAN 11; MEGA MAN LEGACY COLLECTION 1 + 2; MEGA MAN X LEGACY COLLECTION 1 + 2



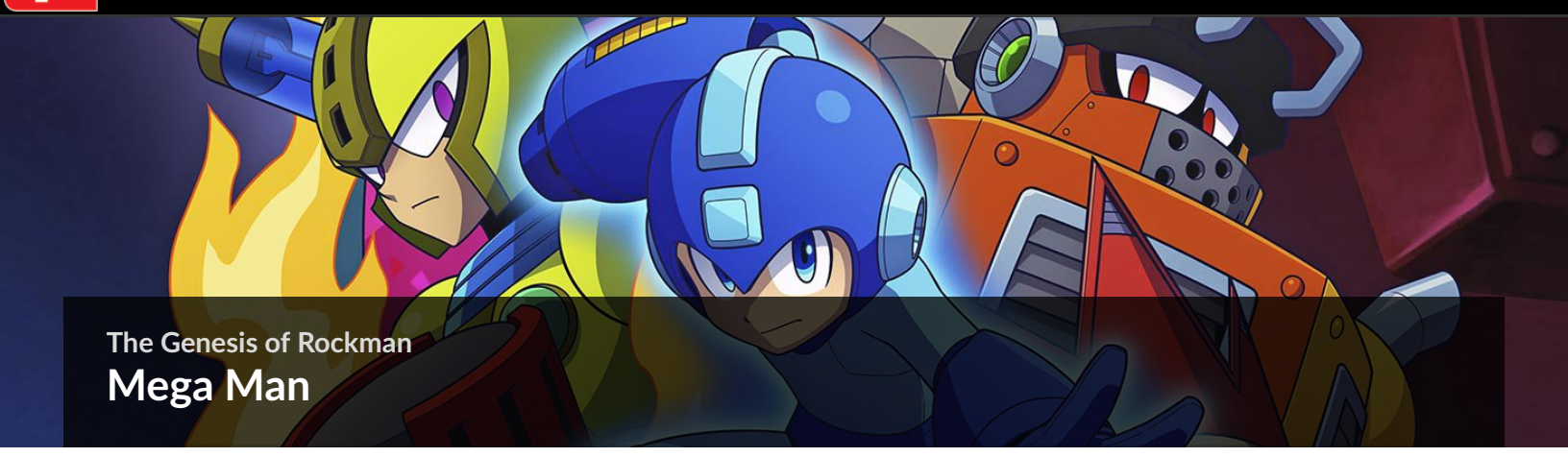
The Genesis of Rockman

Overview

Mega Man (known in Japan as Rockman) was developed by a small, six-person team within Capcom. The team did not have a traditional hierarchy, instead being described as a "melting pot" of ideas and equality. Mega Man was truly a sum of everyone's contributions. Game planner Akira Kitamura (credited as A.K.) was largely the project's driving creative force, conceptualizing everything from Mega Man himself to the Robot Masters, as well as developing and writing the story, primarily through the game's instruction booklet and promotional materials.

"Normally when I make a game," said Kitamura, in a 2011 interview with illustrator Hitoshi Ariga, "the first thing I think about is the gameplay system. But with Mega Man, I actually had an idea of the story and gameworld before that...nothing fully formed, but an idea. In an action game, I don't think the story should interrupt the action. But I still wanted to show the wider world and story in other places: the back of the box, the instruction manual, advertising, magazine features, and so forth. I wrote all the text for those."

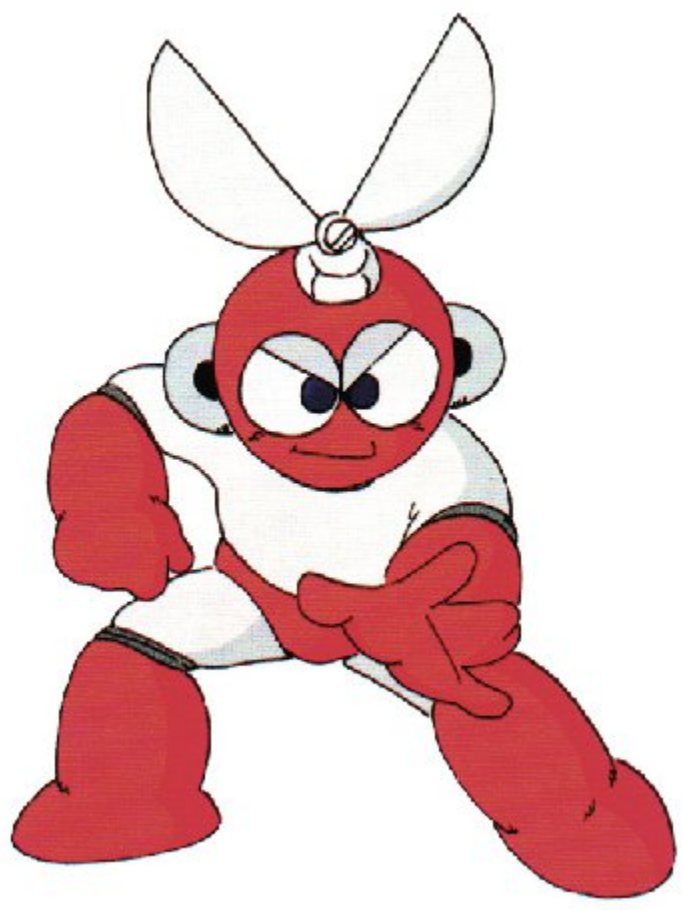
Although Kitamura amicably departed Capcom during the early planning stages of Mega Man 3, he and the rest of the team's decades' old interviews reveal a deep insight into the creation and design philosophy behind the Mega Man series.



The Genesis of Rockman

Mega Man

During development, titles such as Mighty Kid, Knuckle Kid, and Rainbow Man were considered. “Rainbow” was particularly relevant given the protagonist’s ability to change colors when equipping weapons, which was inspired in large part by tokusatsu (Japanese live-action television shows using an abundance of special effects—Ninja Captor in particular, a precursor to The Mighty Morphin’ Power Rangers). The game in general drew influences not just from tokusatsu, but also from manga and anime—connections that would become less and less subtle as the series progressed.



Eventually, the name Rockman was chosen, as the game (and series) would go on to have numerous music-related references in its naming schemes. Rock’s sister, for example, was named Roll. Although Capcom USA renamed the character and the game to Mega Man for the Western release, Roll’s name was left intact.

It’s hard to imagine the series without the “Blue Bomber,” but Kitamura originally intended for the Mega Man 1 boss Cut Man to be the game’s protagonist. Despite losing his leading man status, Cut Man went on to appear in all 27 episodes of the original Mega Man cartoon series.

Another concept of Kitamura’s wouldn’t be fully implemented until over 30 years later in Mega Man 11. “In the beginning,” said Kitamura, “I imagined a character like Mega Man equipped with some kind of weapon, but when you transformed, your whole appearance would change. You know that little protrusion on the top-front of Mega Man’s helmet? When you changed weapons, it was supposed to change…and show a little symbol depending on the weapon’s element.” The now-iconic color change mechanic was conceived by the game’s programmer as a more viable alternative, yet the helmet idea was still carried out on certain bosses such as Cut Man, as well as Quick Man and Metal Man from Mega Man 2. The unused weapon display box at the front of Mega Man’s helmet remained part of his design, however.

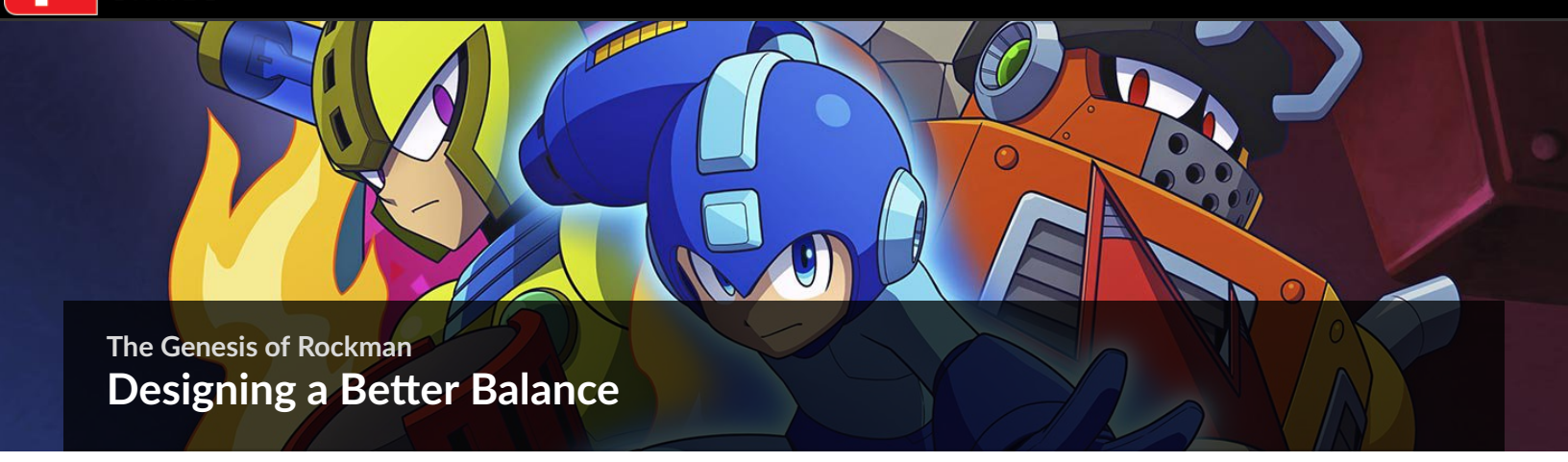
Tip

The White Bomber?

Kitamura initially preferred Mega Man being a blank slate. “White as a default would strengthen the impression of the other colors when he changes weapons. That’s how we drew him at first, like a white little ball of mochi.”

Dr. Light and Dr. Wily

Mega Man’s creator, Dr. Light, was modeled after Santa Claus, both in appearance and disposition, while his evil arch nemesis, Dr. Wily, was modeled after Albert Einstein. “From the beginning, the backstory was that Light and Wily were colleagues at Harvard University in America,” says Kitamura. “I’m not sure if that was ever publicly announced after I wrote it, though.”



The Genesis of Rockman

Designing a Better Balance

Kitamura's initial concept for Mega Man was akin to an "STG" (a "shooting game," known as bullet hell outside of Japan), with "lots of enemies onscreen at once and you'd have fun blasting them all." The Famicom's hardware limitations and the complexity of the programming led the team down a different path. Kitamura envisioned fewer enemies with more varied terrain.

"The number one thing I wanted to do in Mega Man was to make the different weapons interact more with the enemies and the backgrounds," said Kitamura. "Enemies, special walls, the clouds, the trees…all of them would be alterable by the weapons, sometimes helping, sometimes hindering the player. I wanted the bosses to have different reactions depending on the weapon you used, too. Like if you used a flame weapon and they're burning, then you freeze them, they actually become super hard and their defense goes way up…but if you use the right powerful weapon on them, then they break apart and you get a brand-new item. Or shooting a boss with a certain weapon could make him get bigger and bigger, or cause him to divide and multiply, or get more HP…there's so much I wanted to do. Some of those ideas were left in the game, in one form or another. For instance, in [Mega Man 1], if you're using Rolling Cutter and you get hit by Elec Man's electric attack, it will bounce off you."

These concepts would be toyed with throughout the history of the series, yet Kitamura's other designs, such as the rock-paper-scissors-style weapon and weakness system, would significantly influence the franchise, providing the template for over three decades of Mega Man games.

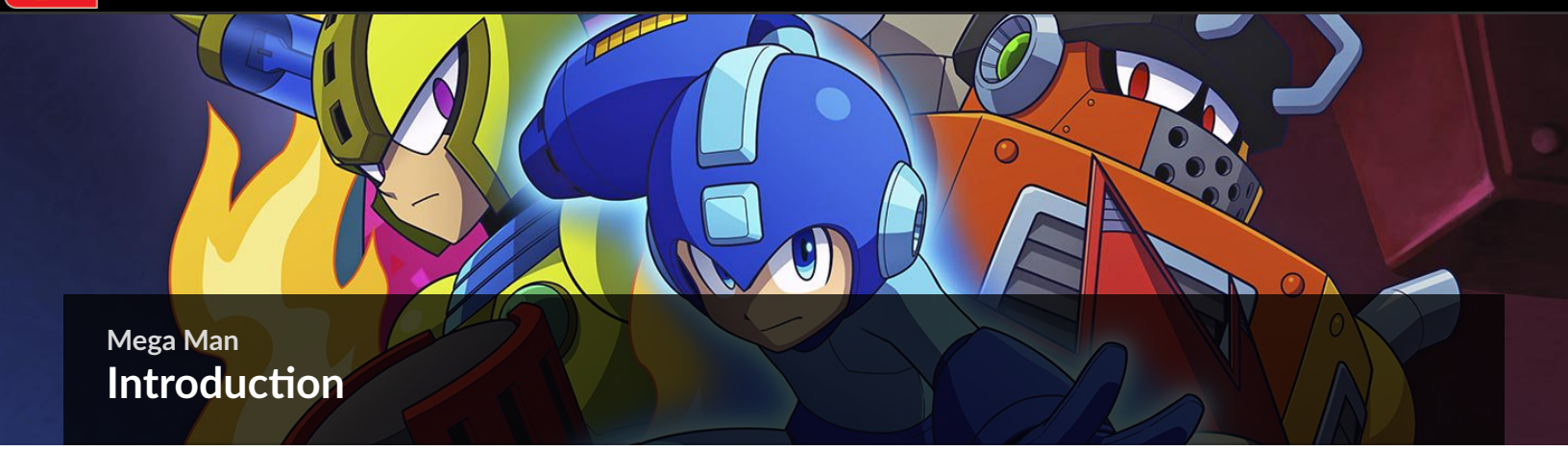
Tip

Robot Master Numbers

Robot Masters have model numbers designating their origin and creation order, with the two most common being DWN (Dr. Wily Number) and DLN (Dr. Light Number). "The numbering pretty much reflects the order we developed them in," said Kitamura. "In order to make things easier for future Mega Man products, like card games, board games, and food products, I decided to use that numbering system for the robot masters (who I foresaw increasing in number). Imagine a Mega Man card game and you open a booster pack and find some mysterious rare card 'No. 000'…wouldn't that be exciting!"

Roll

Mega Man's "sister" Roll, who only appears in the end credits of the original game and is never mentioned by name in-game or the instruction booklet until Mega Man 3, was originally meant to play a key role in Mega Man's first adventure. Dr. Wily would have kidnapped Roll, and Mega Man would have had to face a giant version of her as a boss. The strange praying gesture she makes in the game's ending was conceived an an attack animation before this idea was scrapped. Roll is kidnapped regularly in the comics and cartoons, and Dr. Wily kidnaps Dr. Cossack's daughter in Mega Man 4. Notably, Roll transforms into a giant robot during her Hyper Roll super move in the Marvel vs. Capcom series.



Mega Man

Introduction

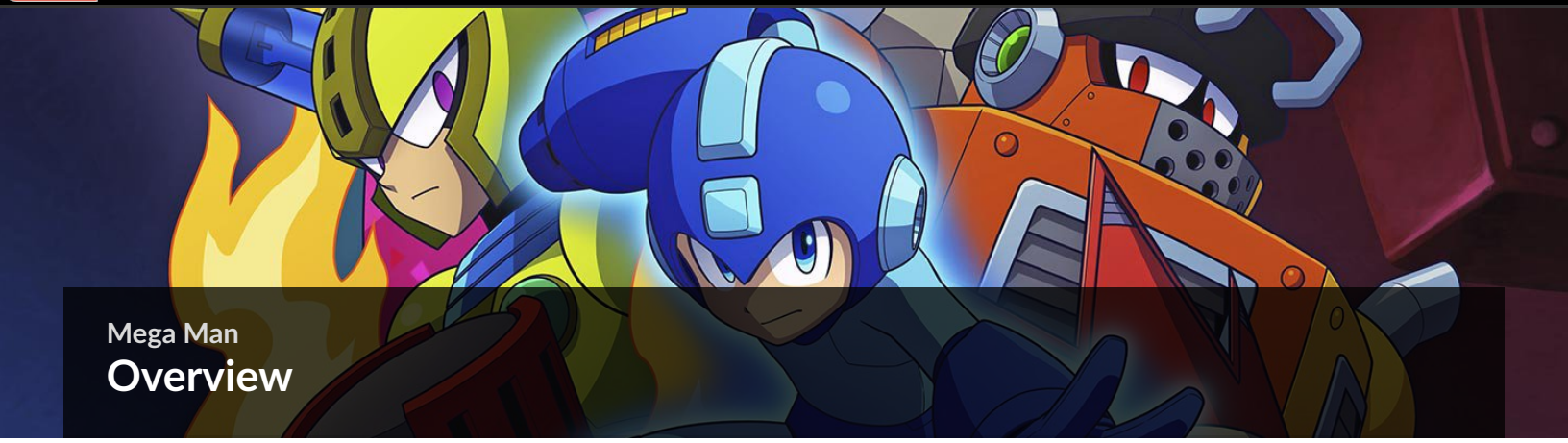
Resisting programming, mega man is chosen as the defender of the universe and its inhabitants.

“It’s Mega Man versus the powerful leaders and fighting forces of Monsteropolis—that strange multifaceted land of robot-like Humanoids.”

Brilliant scientist Dr. Light conceived the construction of fully operational human-like experimental robots to perform specific everyday duties. Dr. Light, and his assistant Dr. Wily, encouraged by their very first near-human robot—Mega Man—proceeded to develop six additional Humanoids, all programmed to perform prescribed ritual.

But, with the exception of Mega Man, all of Dr. Light’s near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, reprogramming Dr. Light’s Humanoids, now bent on destroying opposition so Dr. Wily could control the world and its resources.

Resisting reprogramming, Mega Man is chosen as the defender of the universe and its inhabitants. Mega Man dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.”



Mega Man

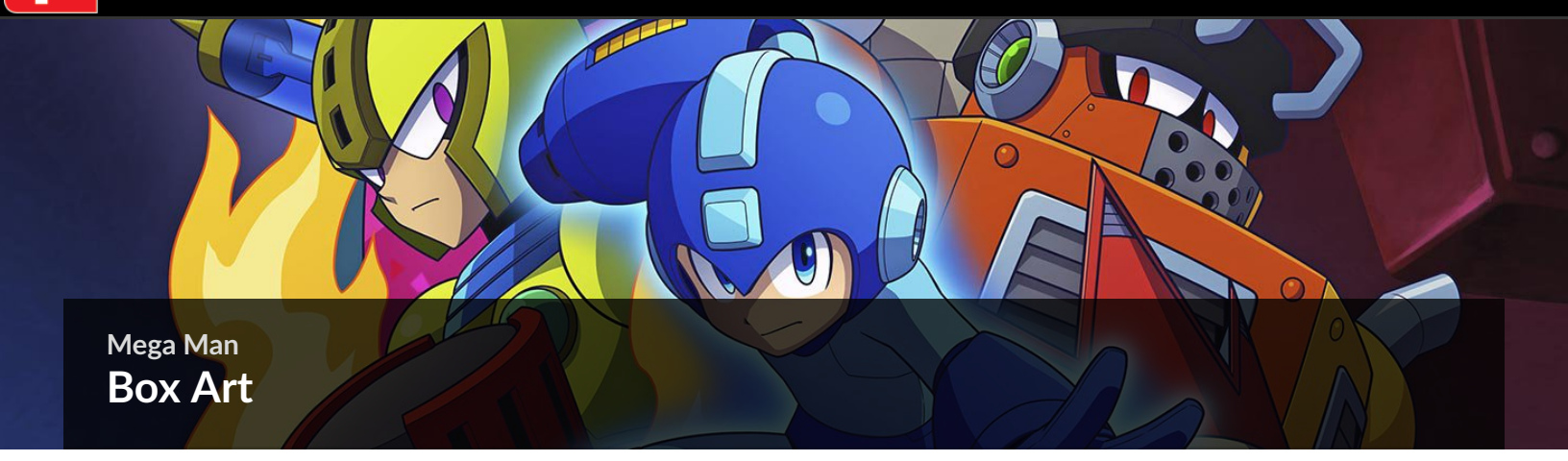
Overview

Mega Man was released for the NES in 1987, a year filled with games destined to become legendary classics in gaming history. What set Mega Man apart from other platformers such as Metroid, Kid Icarus, Castlevania, and Super Mario Bros. 2, however, was its distinct visual style, robotic theme, outstanding music, and open-ended approach to its gameplay.

The challenging platformer differentiated itself from its competition by establishing a few core pillars:

- Players could tackle any of the "Robot Masters" and their stages in any order.
- Each Robot Master granted a "Special Weapon," which could be selected at any time once obtained.
- Each Robot Master had a substantial weakness to a particular Special Weapon.

These core pillars tied into a larger goal for the game: that it should be completed within an hour but still have players wanting to replay it again and again. That goal seems to have been accomplished, as it formed the template for Mega Man 1–11, as well as the Mega Man X series, all of which have sold millions of copies over the past 30 years.



Mega Man
Box Art

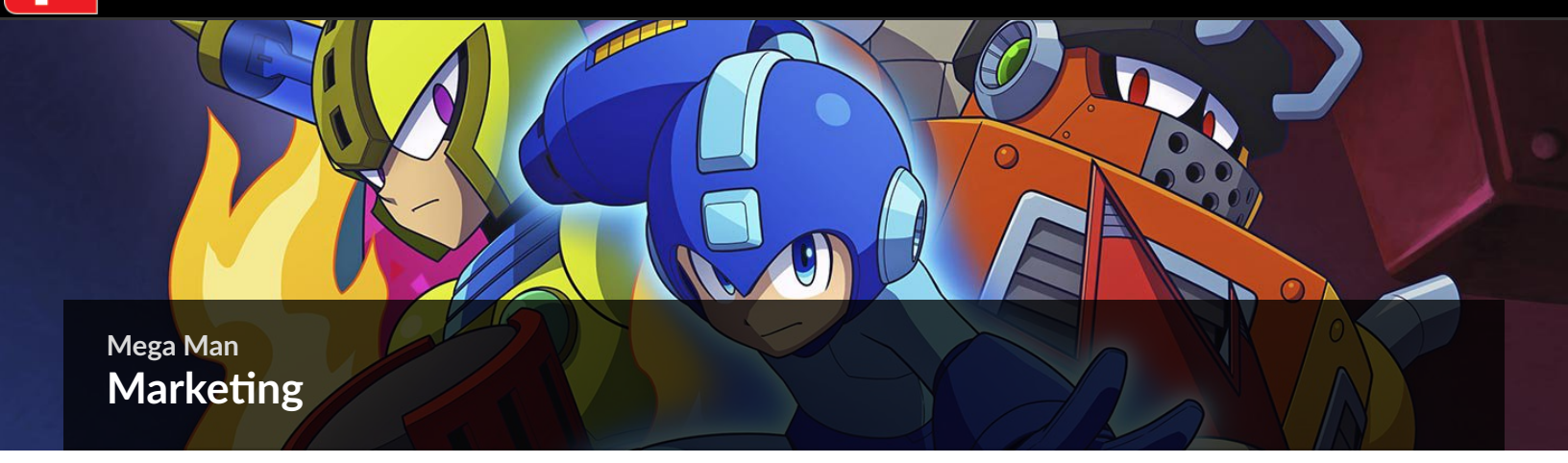
Famicom

NES

NES (EU)

Tip

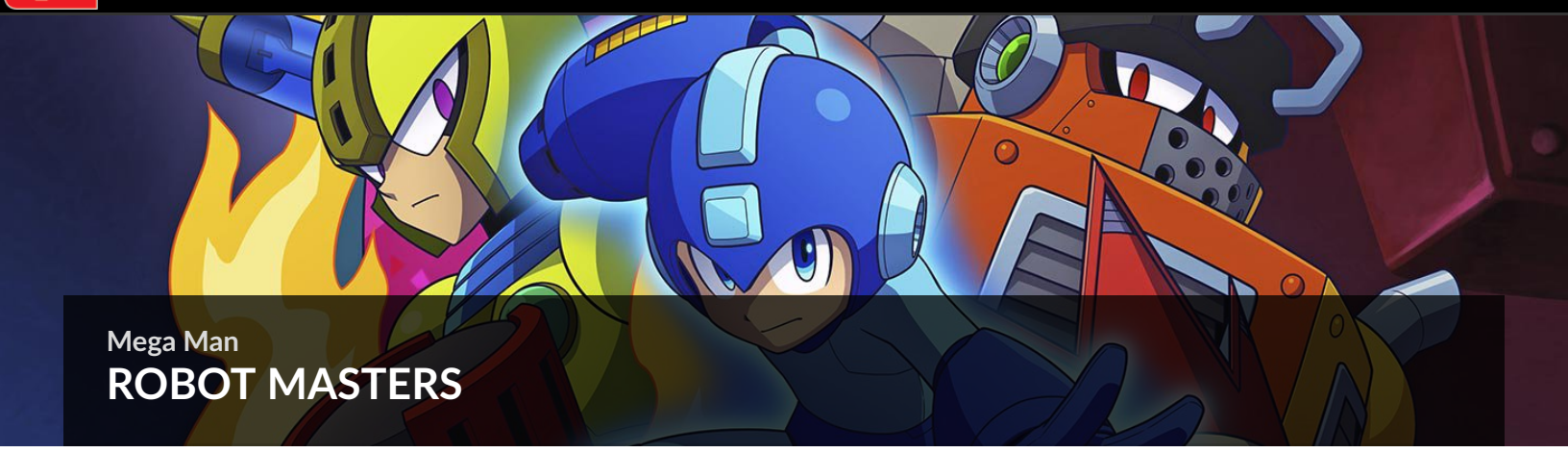
The story provided in the NES instruction manual was invented by Capcom of America and partially contradicted the canonical Japanese story, introducing elements such as the city of Monsteropolis—which was never mentioned again—and changing the relationship between Dr. Light and Dr. Wily, among other things. Later games reconnected the Western canon to align with the Japanese origins.



Mega Man
Marketing

Japanese Ad

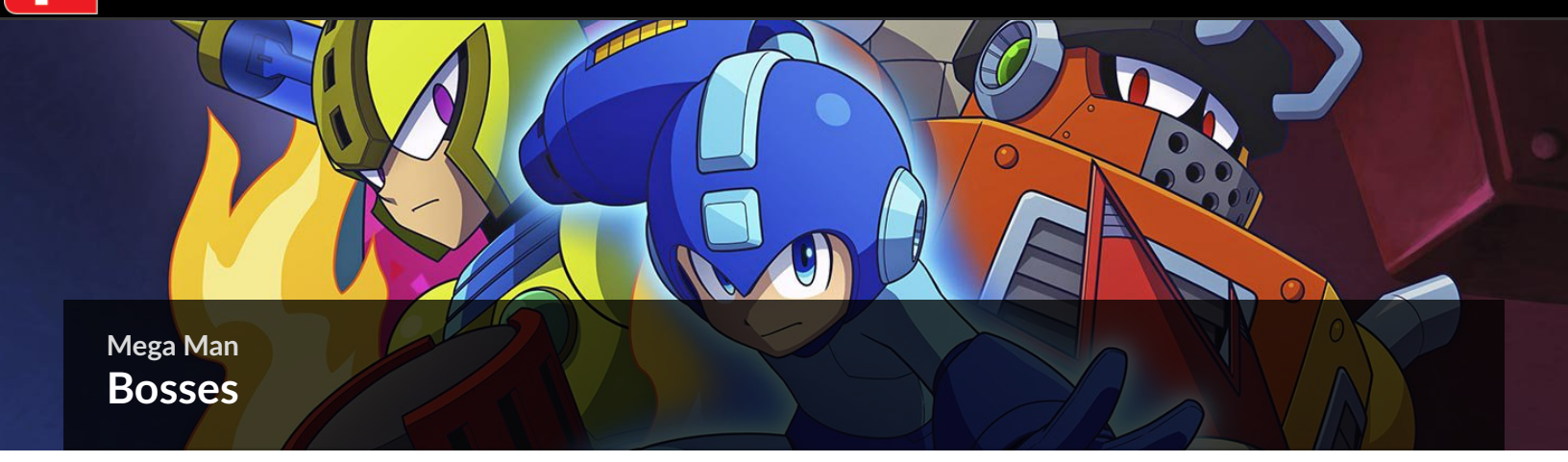
Magazine Ad



Mega Man
ROBOT MASTERS

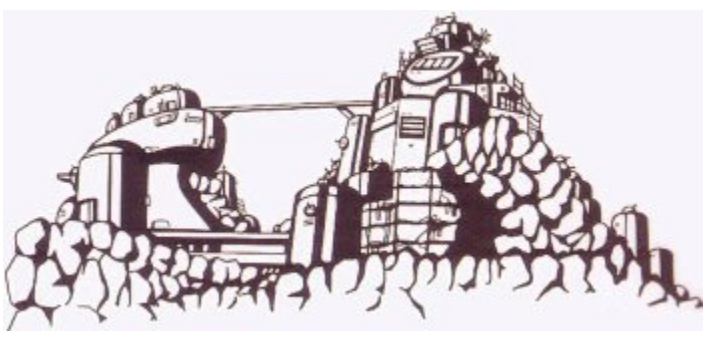
Whereas a roster of eight Robot Masters would become the standard from Mega Man 2 onward, the original Mega Man featured six Robot Masters. A seventh Master, Bond Man, who used a time-stopping power similar to Flash Man from Mega Man 2, was conceptualized but eventually cut from the game. Fire Man, Elec Man, and Ice Man introduced a recurring theme of elemental Robot Masters that would carry through the entire franchise.

Robot Master	Special Weapon	Weakness
Cut Man	Rolling Cutter	Super Arm
Guts Man	Super Arm	Hyper Bomb
Ice Man	Ice Slasher	Thunder Beam
Bomb Man	Hyper Bomb	Fire Storm
Fire Man	Fire Storm	Ice Slasher
Elec Man	Thunder Beam	Rolling Cutter

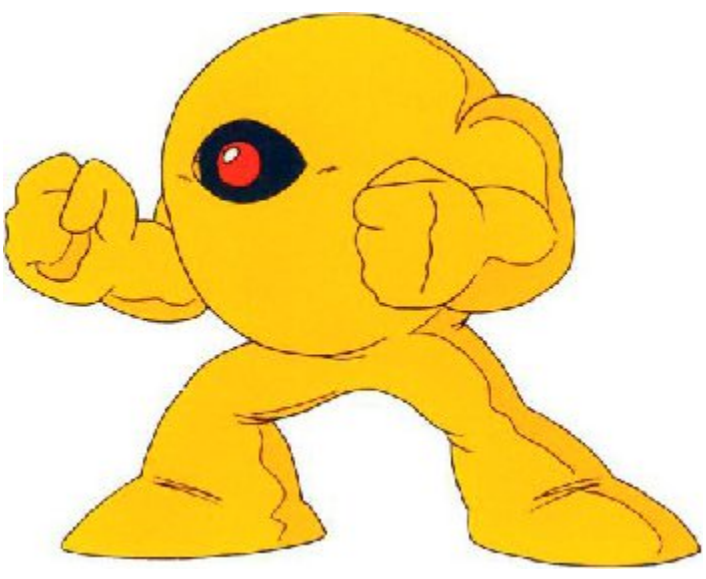


Mega Man
Bosses

The Wily Castle/Wily Fortress map used in all future titles does not appear in the original Mega Man. Dr. Wily's iconic eyebrows, however, most certainly do!



Yellow Devil



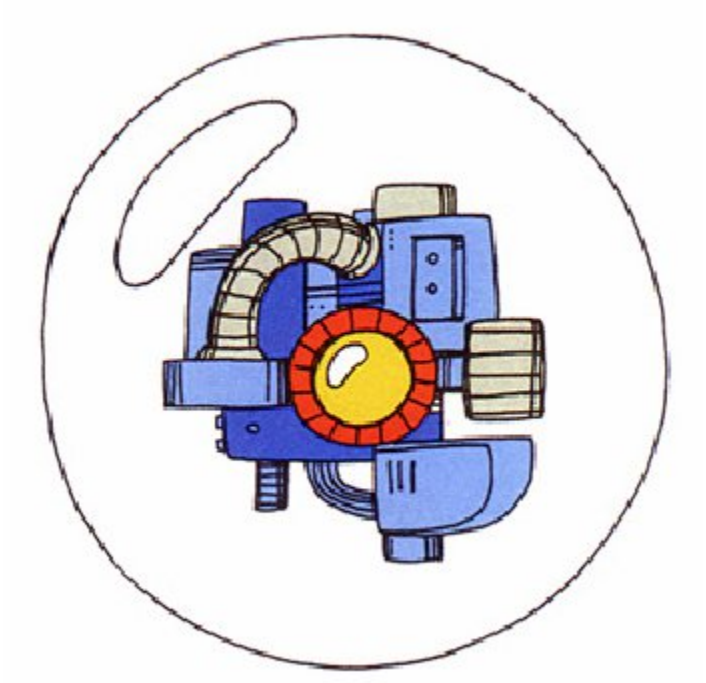
One of the most memorable bosses from the NES era, the Yellow Devil is a hulking cycloptic robot. Its special attack involves dismantling block by block and shifting across the room before materializing on the other side. Its glowing red eye is its only weak point.

The Yellow Devil makes appearances in various forms throughout the series and has a cameo in the Dr. Wily Castle stage in Super Smash Bros. for 3DS and Wii U.

Copy Robot

The Copy Robot boss pits Mega Man in a mirror match against himself. Although the Copy Robot will use whatever Special Weapon Mega Man has active, selecting the Magnet Arm or Super Arm causes the boss to simply run around without attacking; instead, it will jump when the player presses the Attack button. Copy Robot also uses Elec Man's programming routines, according to the original developers, as they had run out of memory in the game's 1MB ROM.

CWU-01P

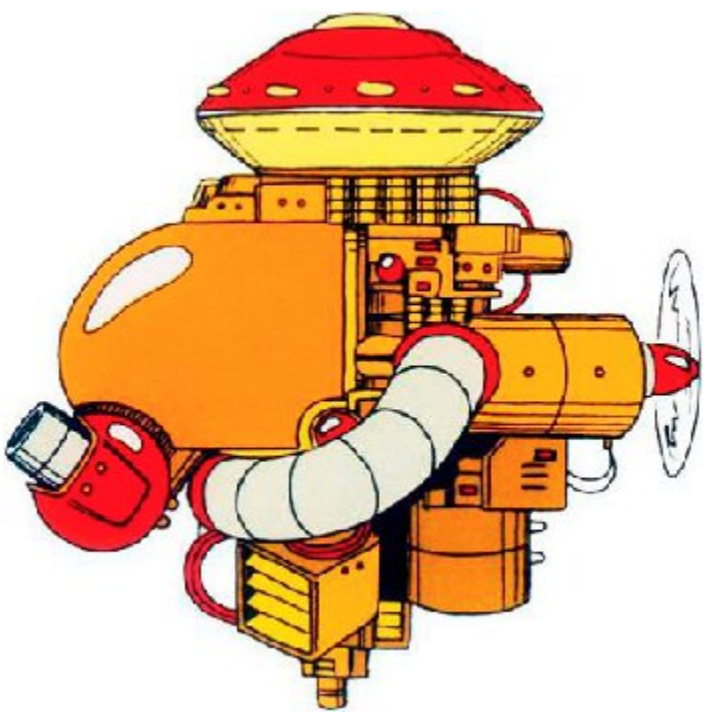


Robot Master Rematches

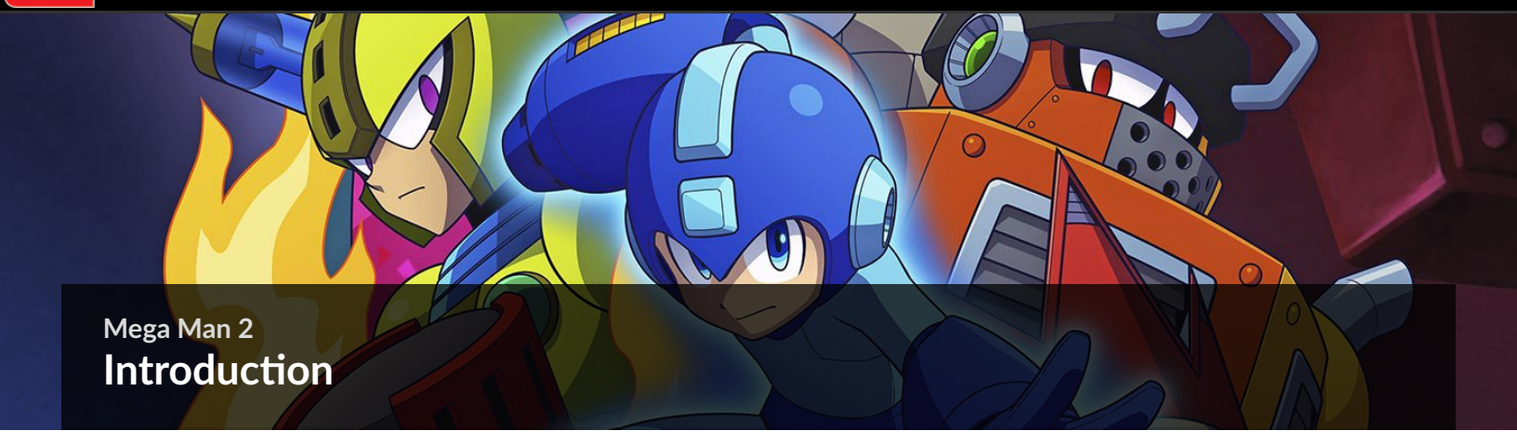
Another long-running series staple introduced in the original game was facing off against all of the Robot Masters before confronting Dr. Wily. This often occurs in a Boss Rush template, with little to no platforming sections between the rematches. And with all of the Special Weapons at Mega Man's disposal, it's easier to utilize each of the Robot Masters' weaknesses.

Wily Machine No. 1

Dr. Wily is the game's final boss. He appears in an armored flying machine with two forms. After defeating the first form, the protective shield over the cockpit disappears to reveal him.

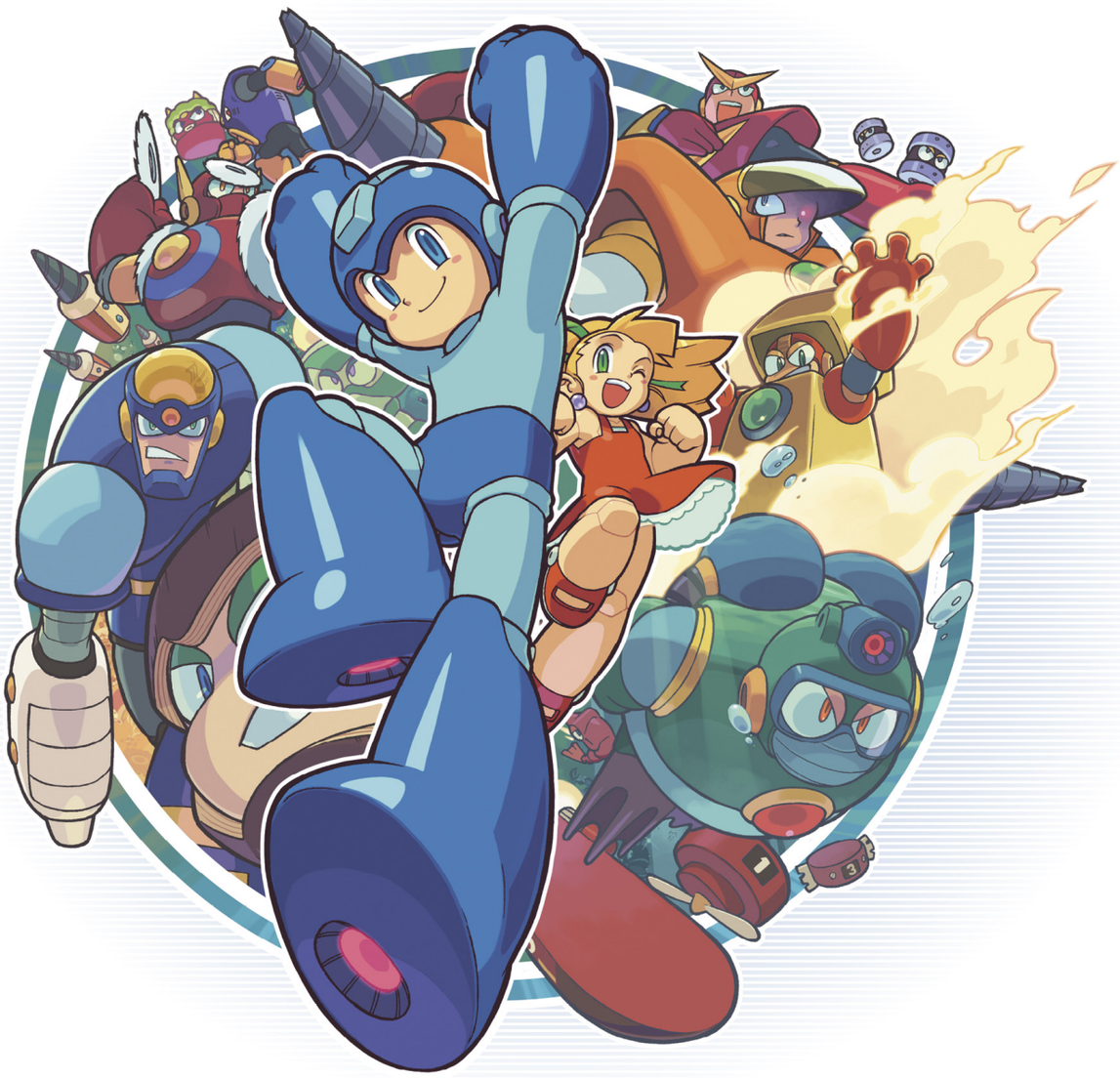


When you destroy the Wily Machine, Dr. Wily escapes in his signature UFO. The original game is the only time Dr. Wily's flying saucer appears as red and gold instead of blue and gold.



Mega Man 2

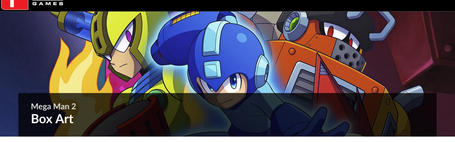
Introduction



“In the year 200X, a super robot named Mega Man was created. Dr. Light created Mega Man to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man.”

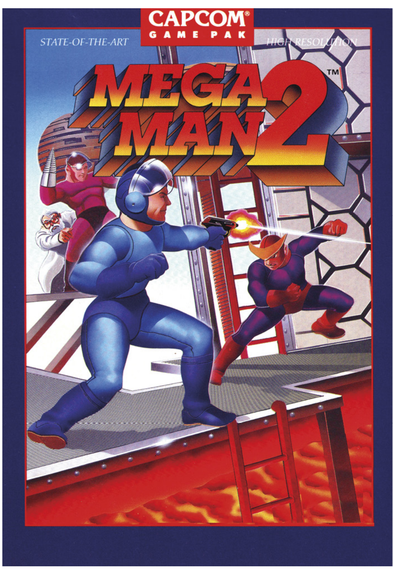
Statistically the most-well known and beloved of the Classic NES titles, Mega Man 2 took the unique design and potential of the original Mega Man and polished it with unforgettable music and vastly more appealing visuals. The colors were more vibrant, and the stages were more imaginative, featuring giant robot angler fish and a massive mechanical dragon, among many other sights and sounds now permanently etched in the pantheon of video gaming history.

Because the original Mega Man was not as successful as hoped, the idea to move forward on a sequel came from the development team rather than from Capcom’s corporate side. The game was created as a passion project of sorts in roughly four months; the team members juggled other projects during the day and worked on Mega Man 2 in their spare time. Despite these challenges, Mega Man 2 was immensely successful, with more than 1.5 million copies sold, making it the best-selling Mega Man title of all time to date and solidifying Mega Man as one of Capcom’s preeminent franchises.



Mega Man 2
Box Art

Mega Man 2: *December 14, 1990 (PAL)*



Mega Man 2: *June 1989 (NA)*

Rockman 2: The Mystery of Dr. Wily: *December 24, 1988*

Mega Man 2's North American box art once again depicted Mega Man as a middle-aged adult firing a gun, rather than using his Mega Buster. The art was done by veteran commercial illustrator Marc Ericksen. Having no knowledge of the game itself, Mr. Ericksen asked the art director from Capcom of America what Mega Man used to shoot. He was told, "He must have a pistol, because I don't see a rifle," and so that was what he painted.

Energy Tanks

As a way to make the game a bit more accessible, an Energy Tank was added that could completely refill Mega Man's health meter at any time. Although the game's director was initially hesitant to include them, "E Tanks" became a persistent element throughout the Classic series, eventually being joined by Weapon Tanks and a variety of other consumable Tank items.

In Japan, Energy Tanks are referred to as Energy Cans and are often depicted as being small soda-type cans from which Mega Man drinks to restore his health. Due to their size in-game, Capcom of America interpreted them more as tanks.

Tip

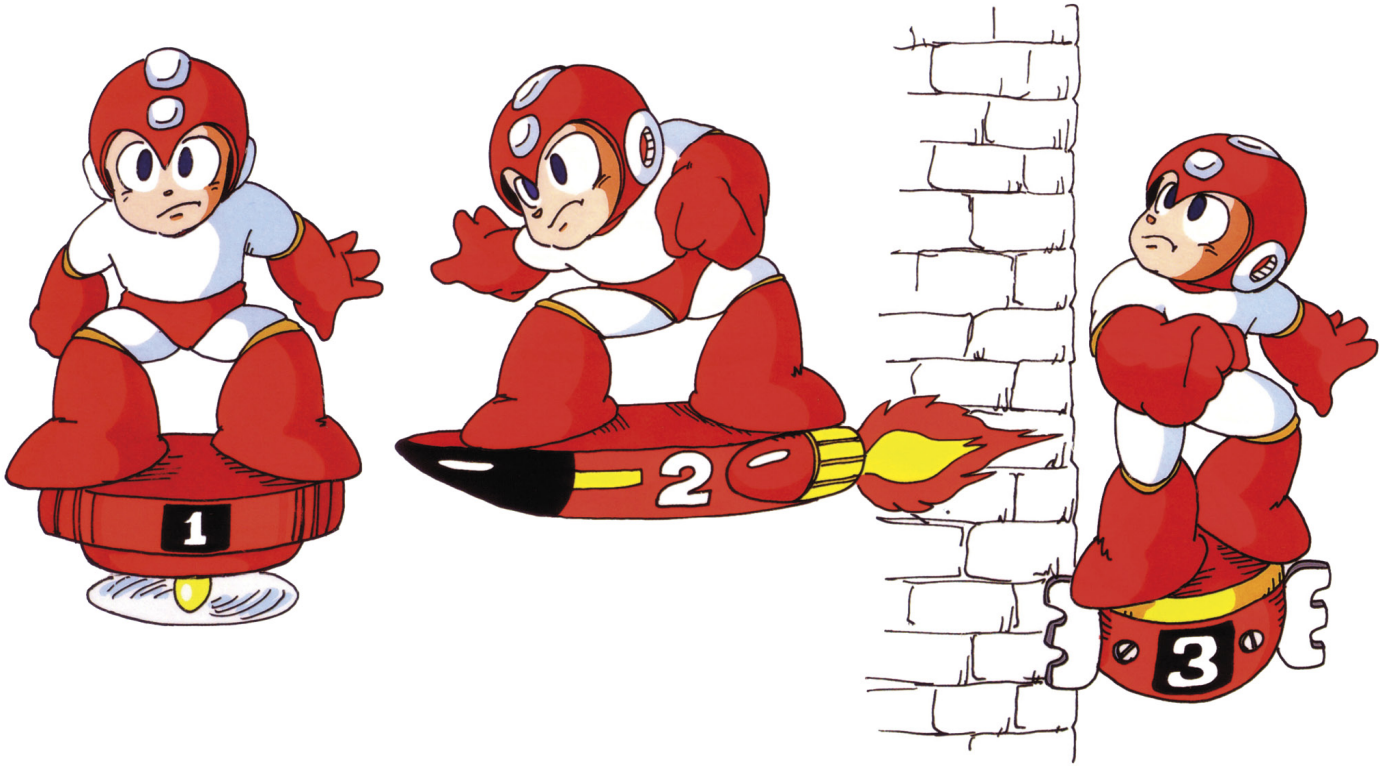
Mega Man 2 is often cited as one of the most memorable soundtracks not just in any Mega Man game, but in any game, period. Among the many notable tunes, Dr. Wily Stage 1 is particularly celebrated.

Certain secrets were intentionally designed into the game so that they could be included in Nintendo Power. Metal Man being ridiculously vulnerable to his own weapon was one of these, with the Pipis replacing the stars in the background during the Robot Master intro sequences being another.

Mega Man 2

Transport Items

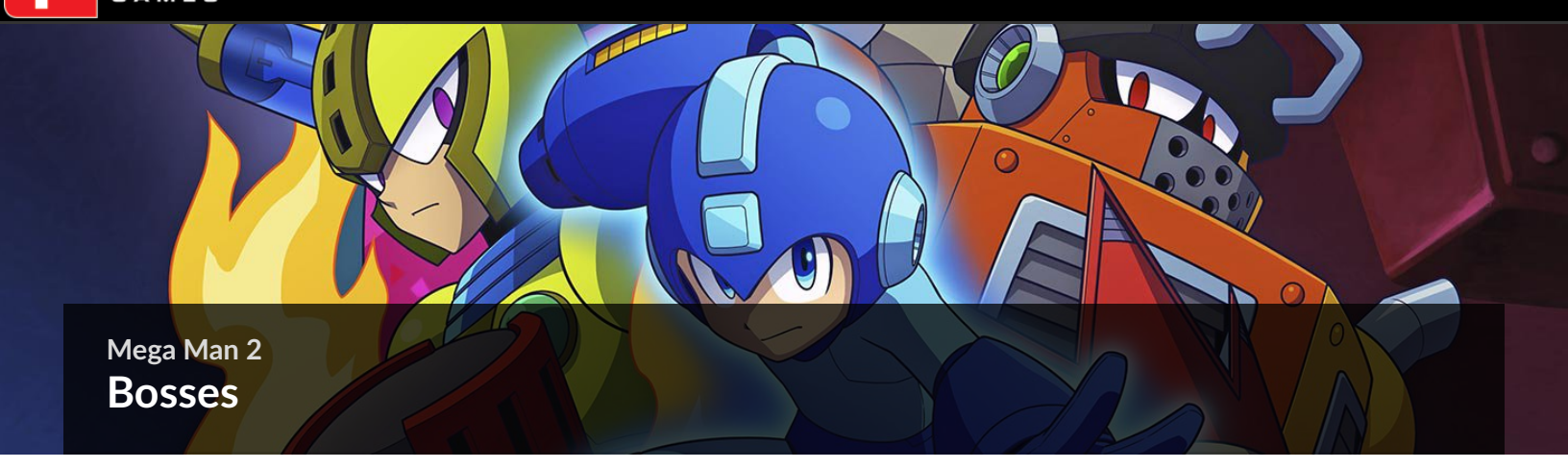
In addition to Energy Tanks, Mega Man 2 featured special transport items designed to combat player complaints regarding the original game's difficulty. These items were always intended to be given proper names, but the development team ran out of time and the items were replaced by Mega Man's robotic dog, Rush, from Mega Man 3 onward.



Item-1 is a floating platform obtained after you defeat Heat Man. Item-2 is a jet platform obtained by defeating Air Man. Item-3 is a platform that crawls up walls and is obtained after defeating Flash Man.

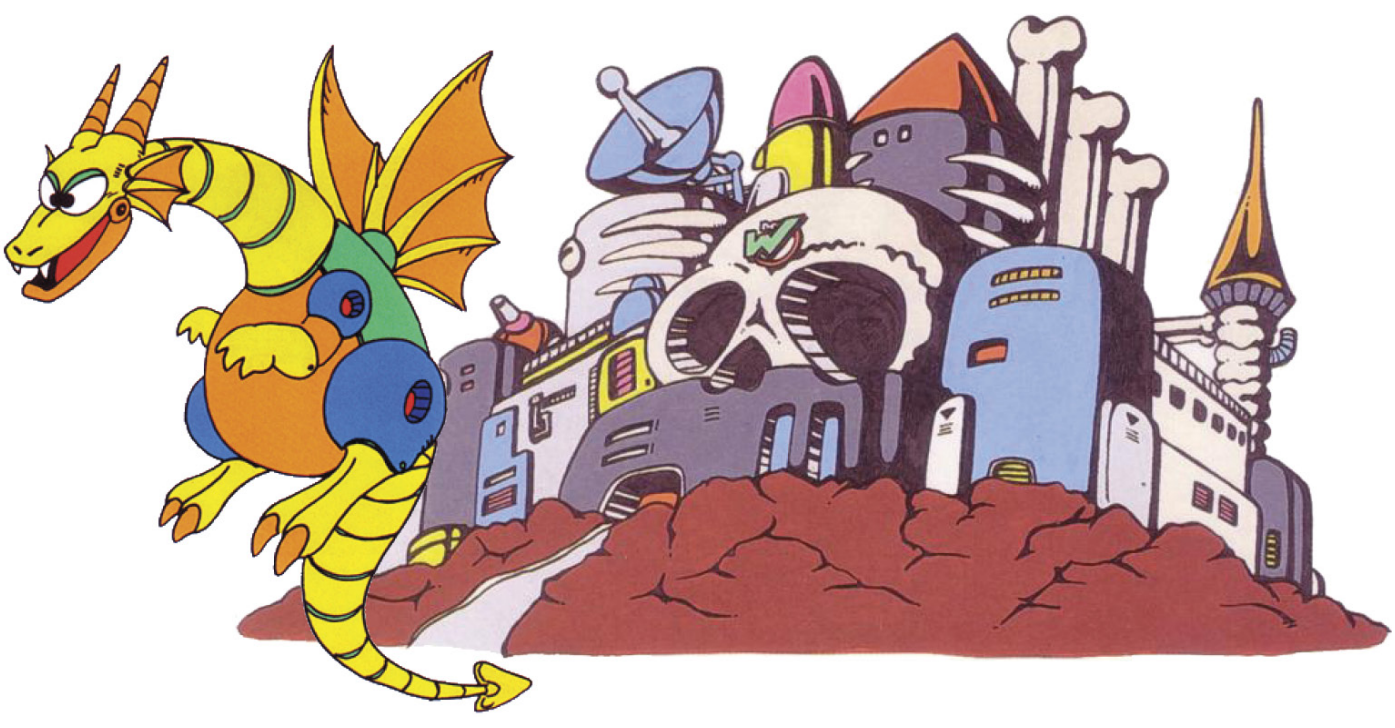
Tip

Item-1 is often used by speedrunners to perform a glitch called a "zip," where Mega Man is pushed upward through a ceiling and then zips across the level, often circumventing several screens of gameplay.

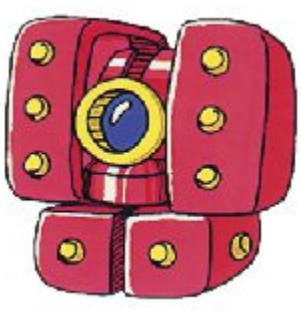


Mega Man 2
Bosses

Mecha Dragon



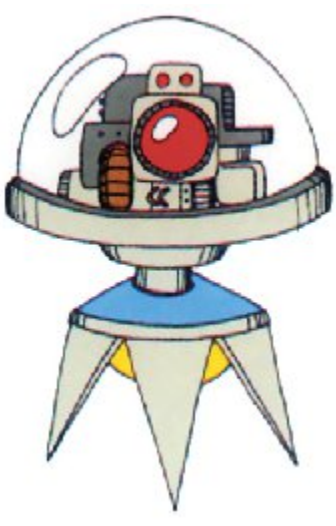
Picopico-kun



Originally, the floor tiles where the boss pieces emerged from would become bottomless pits, making this encounter exponentially more difficult. The idea was scrapped and the environment remains solid throughout the fight. Picopico-kun is called “Block Phoenix” in The Official Guide to Mega Man, which loosely retells the events of the first three Mega Man games.

Note

A spiked and smaller version of the CWU-01P boss from Mega Man appears in Bubble Man’s stage.



Guts Tank

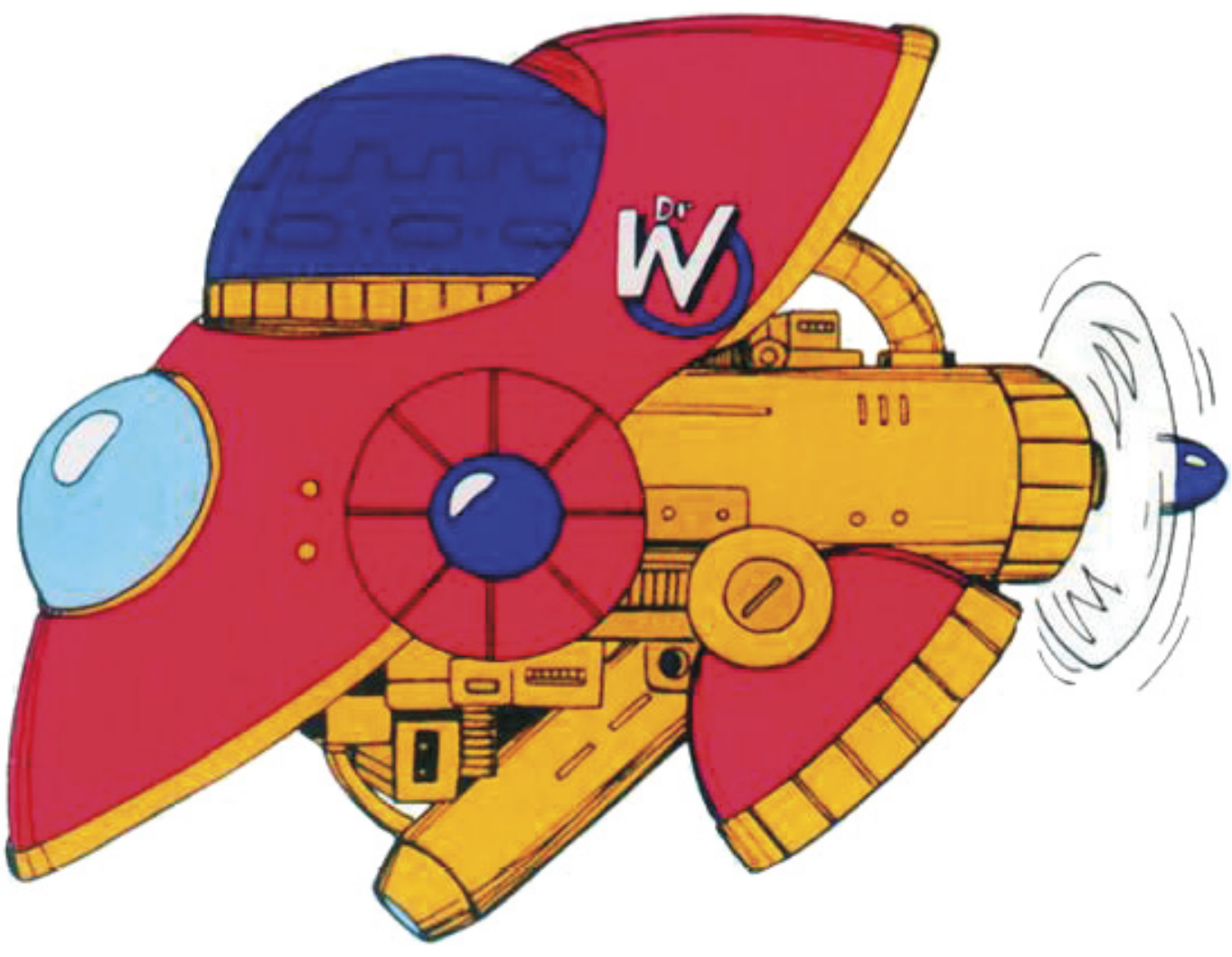
Guts Tank, sometimes referred to as the Guts Dozer, is modeled after Guts Man from the first Mega Man game.

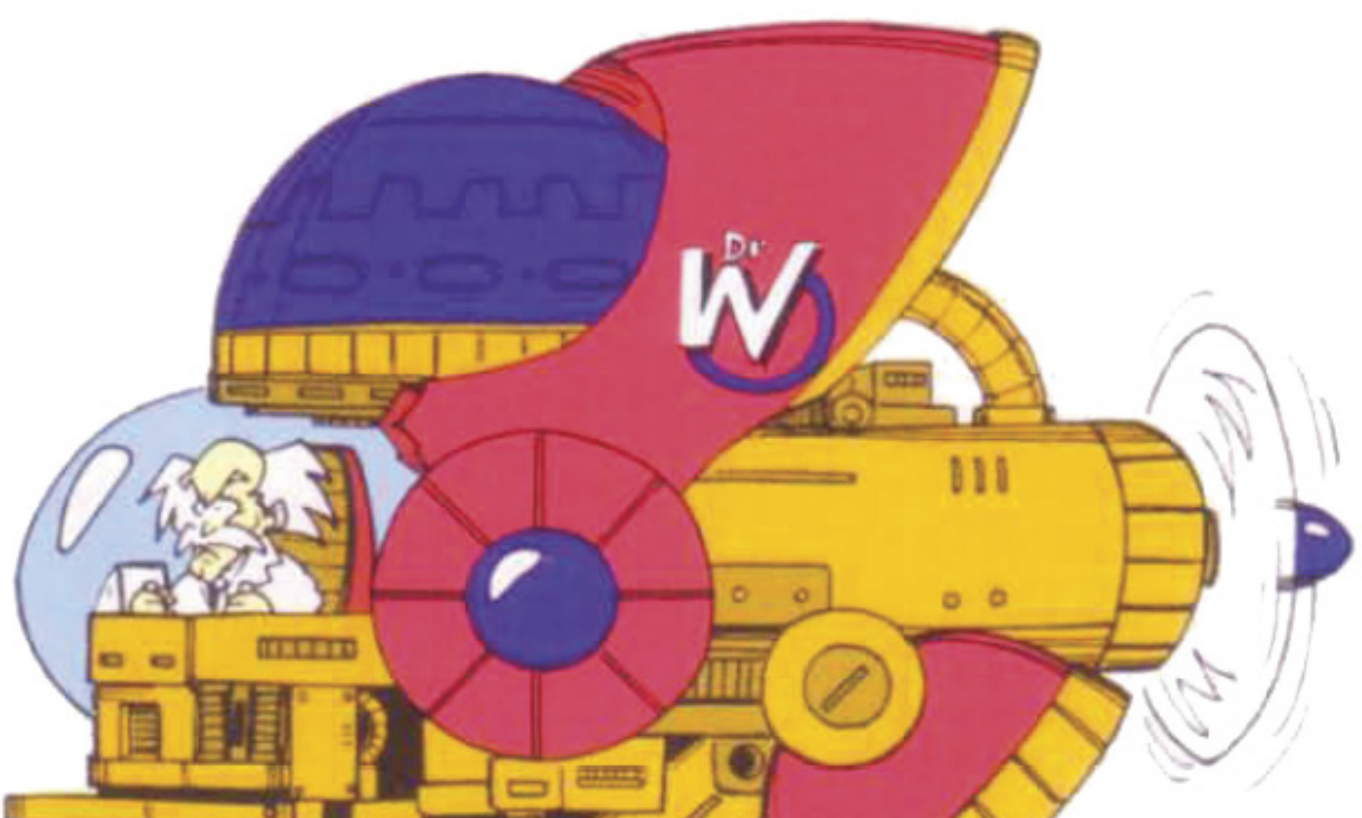
Alien

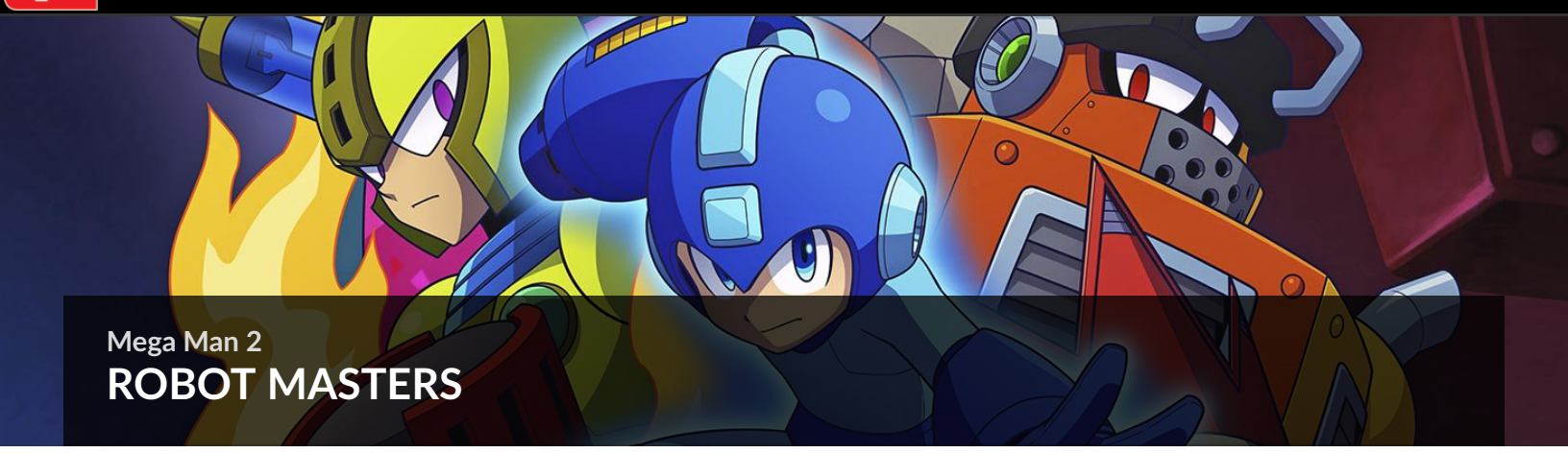
Mega Man 2 is one of only two Classic Mega Man games where Dr. Wily is not the final boss. The alien turns out to be merely a hologram created via a small flying object controlled by Dr. Wily. The alien’s only weakness is the Bubble Lead weapon, which damages the machine projecting the hologram.

Boobeam Trap

Wily Machine No. 2







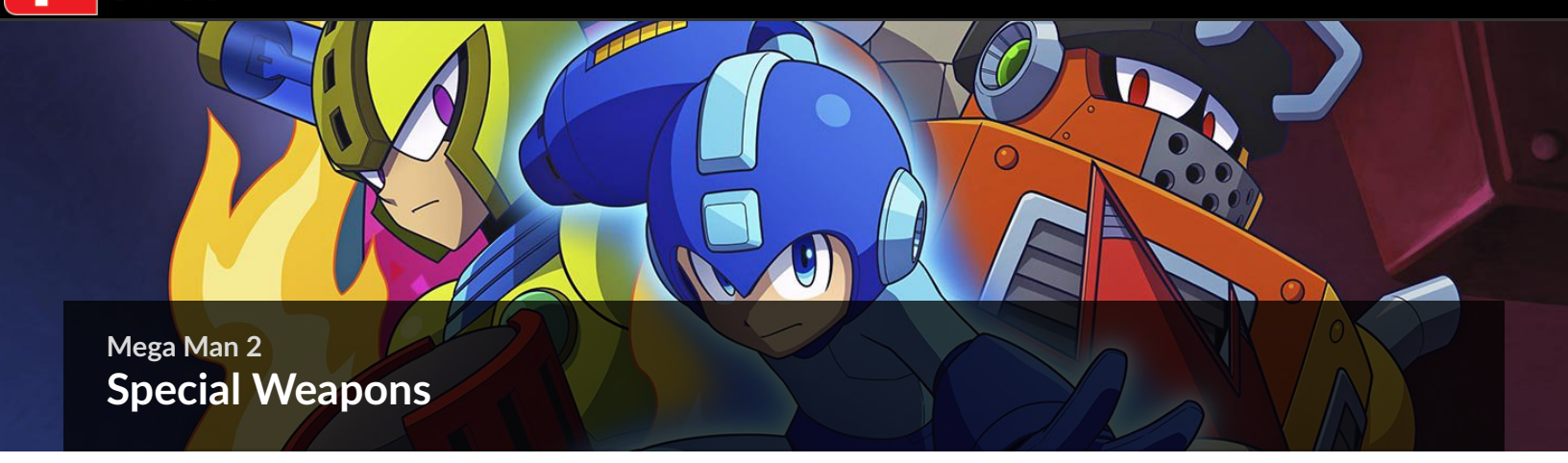
Mega Man 2
ROBOT MASTERS

Mega Man 2 standardized the eight Robot Master format (up from six in the original), and was the first game where fans submitted their own Robot Master concepts to be included in the game. Increased interest and awareness for Mega Man 2 over its predecessor was likely due in large part to this promotion, with a total of 8,370 submissions being sent in. However, if that sounds like a lot, keep that number in mind as you read about the rest of the Classic games...

Quick Man's stage was ported to Mega Man for the Game Gear and used as Dr. Wily's fortress stage.

Robot Master	Special Weapon	Weakness	Sprites
Metal Man	Metal Blade	Quick Boomerang/Metal Blade	
Air Man	Air Shooter	Leaf Shield	
Bubble Man	Bubble Lead	Metal Blade	
Quick Man	Quick Boomerang	Time Stopper/Crash Bomber	
Crash Man	Crash Bomber	Air Shooter	
Flash Man	Time Stopper	Metal Blade/Crash Bomber	
Heat Man	Atomic Fire	Bubble Lead	
Wood Man	Leaf Shield	Atomic Fire	

The Japanese version has a single difficulty, whereas the Western versions feature Normal and Difficult options. Difficult is actually the original Japanese difficulty, and Normal is an easier setting. This was a common practice across the industry, as games were often expected to be received better in the West if they were a little less grueling than their Japanese counterparts.

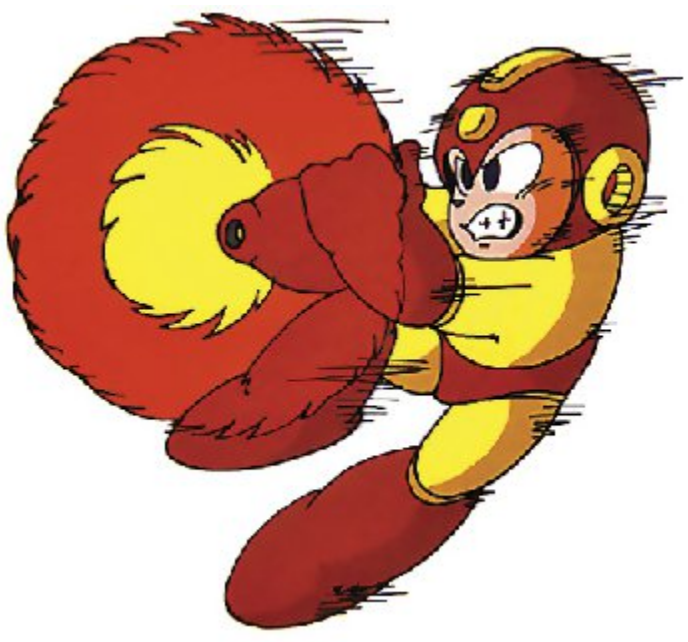


Mega Man 2

Special Weapons

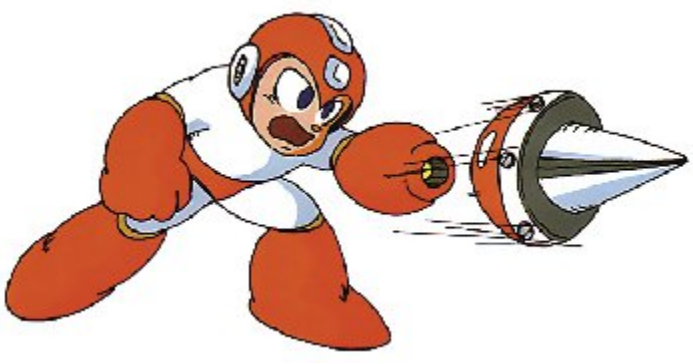
Air Shooter

Atomic Fire



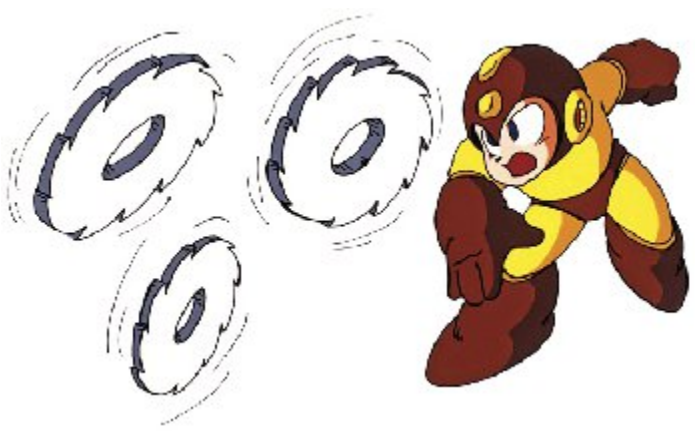
Bubble Lead

Crash Bomber



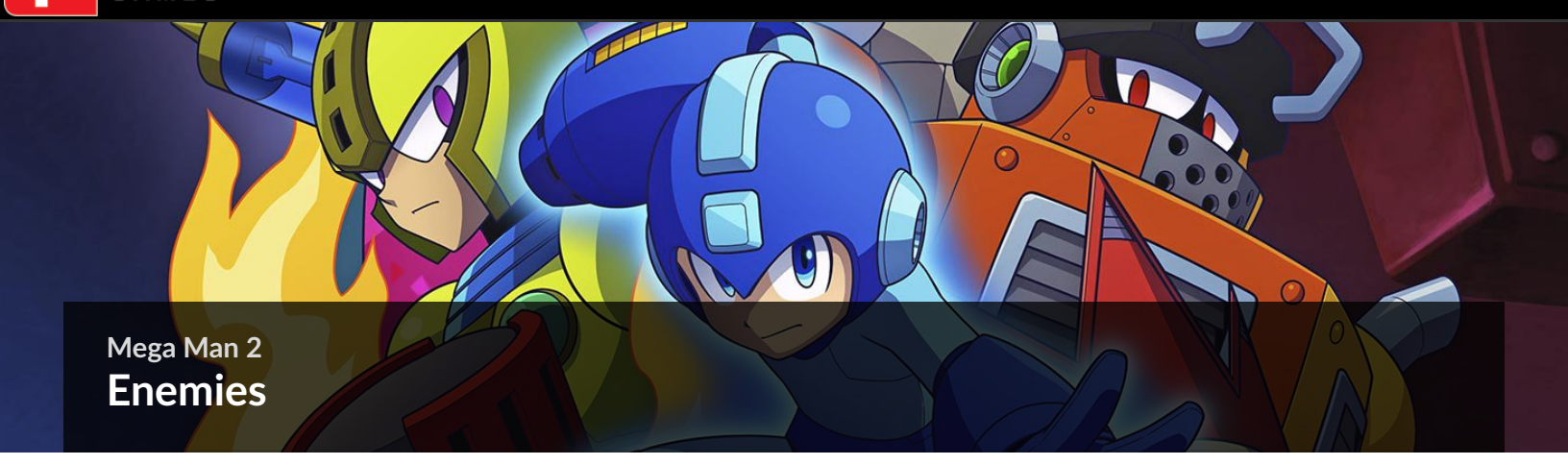
Leaf Shield

Metal Blade



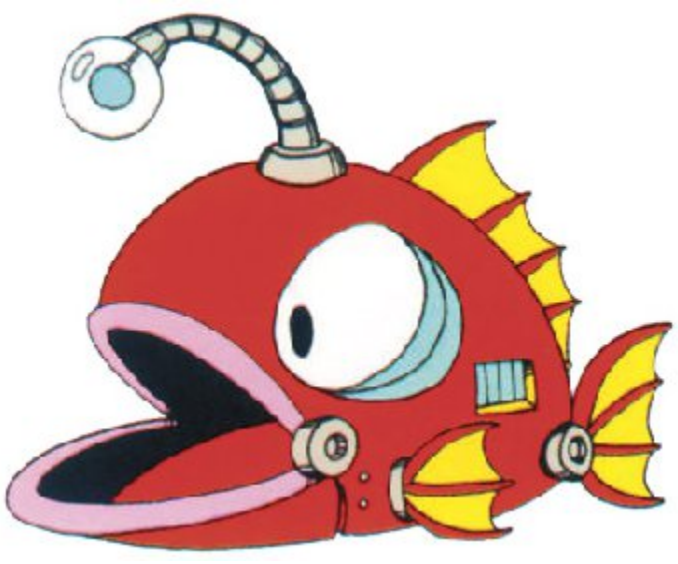
Quick Boomerang

Time Stopper



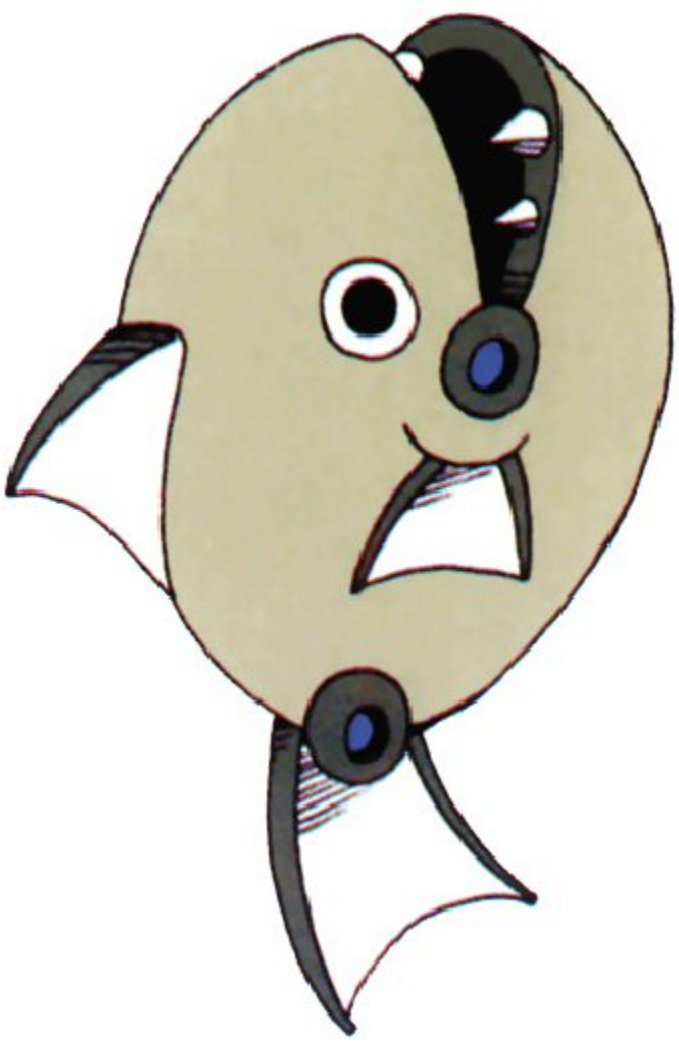
Mega Man 2
Enemies

Lantern Fish

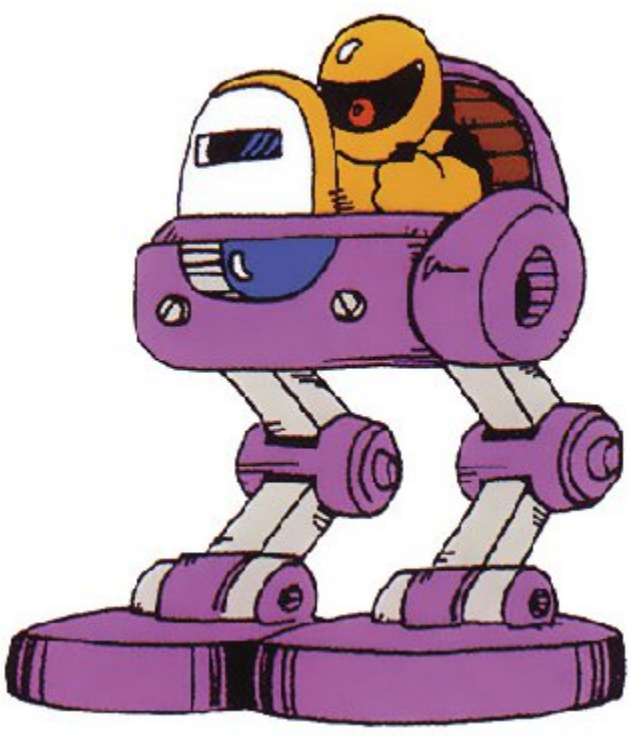


Bubble Bat

Big Fish



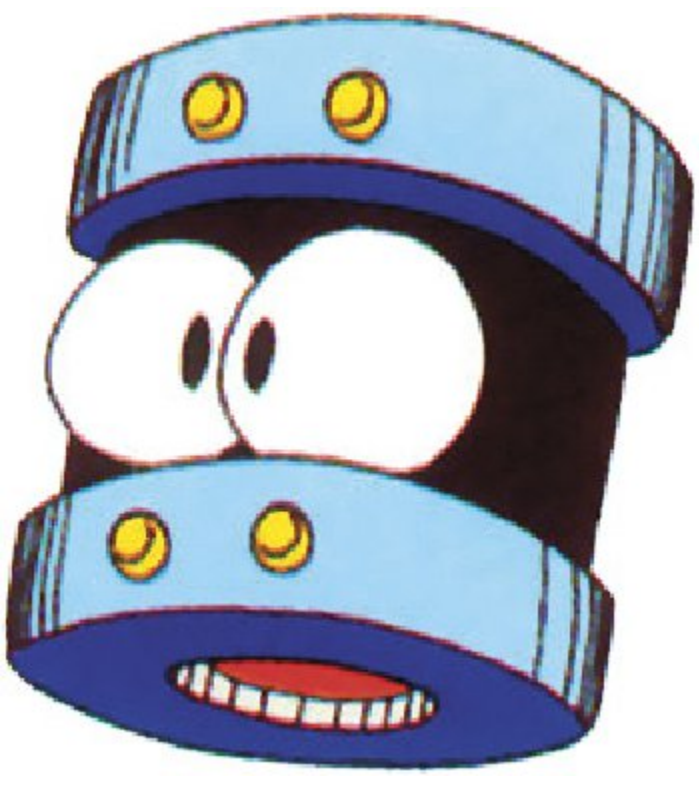
Sniper Armor

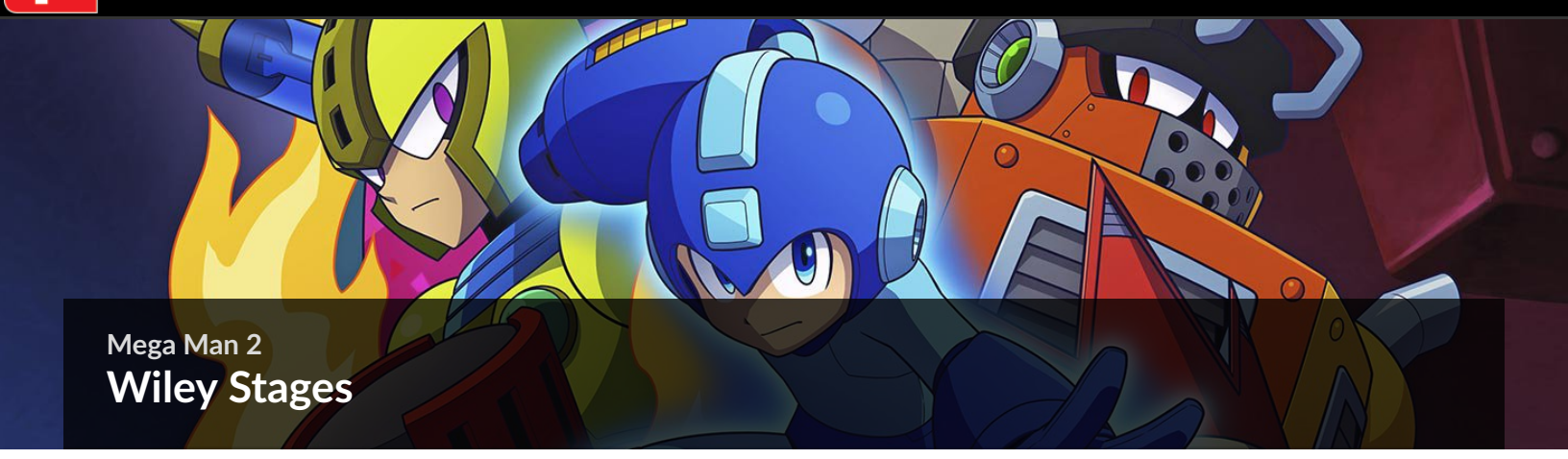


Metall

Prop Top

Telly

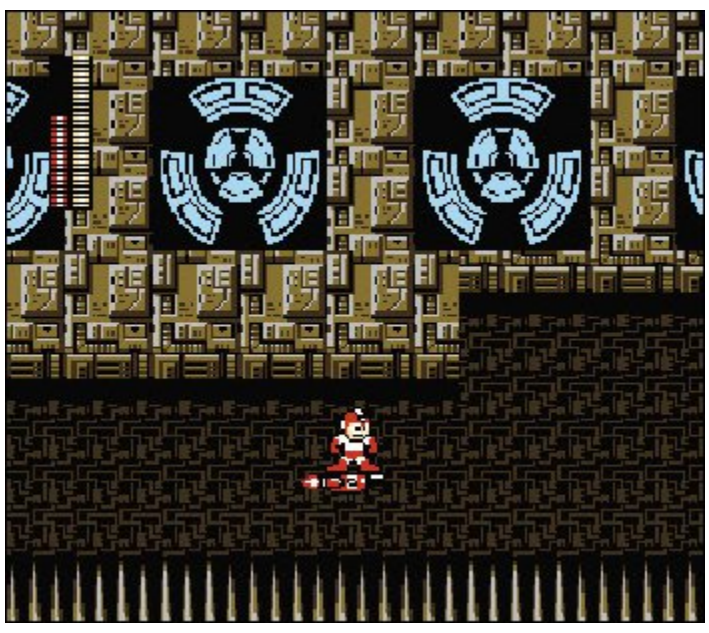




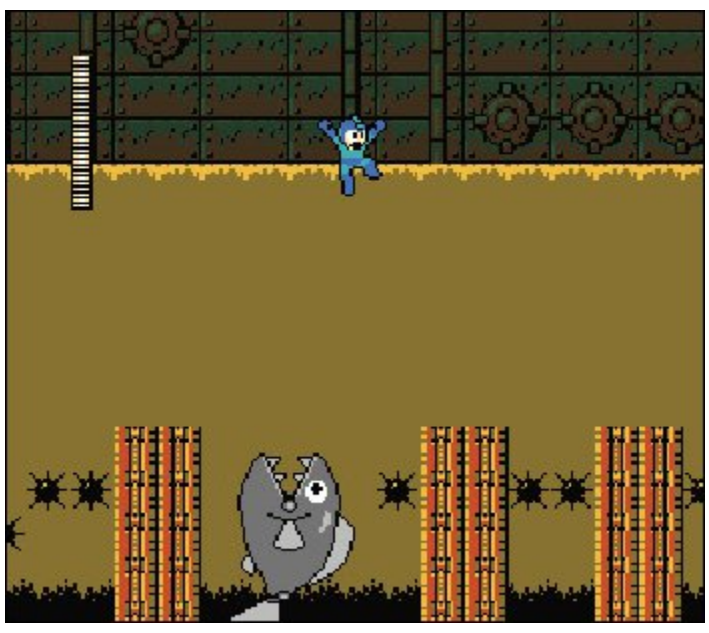
Mega Man 2

Wiley Stages

Stage 1

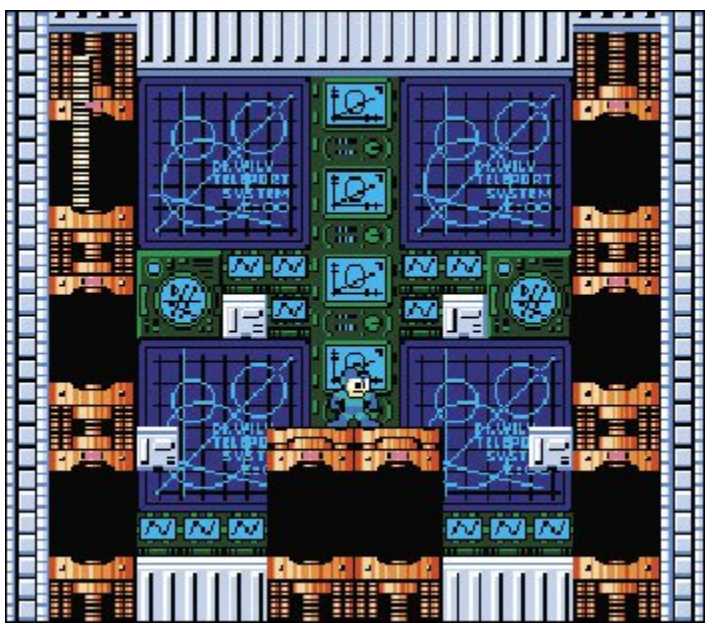


Stage 2

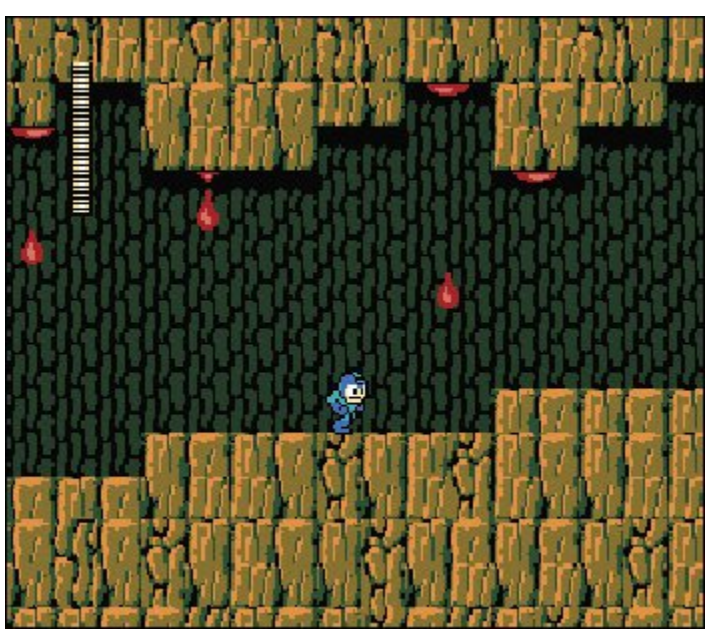


Stage 3

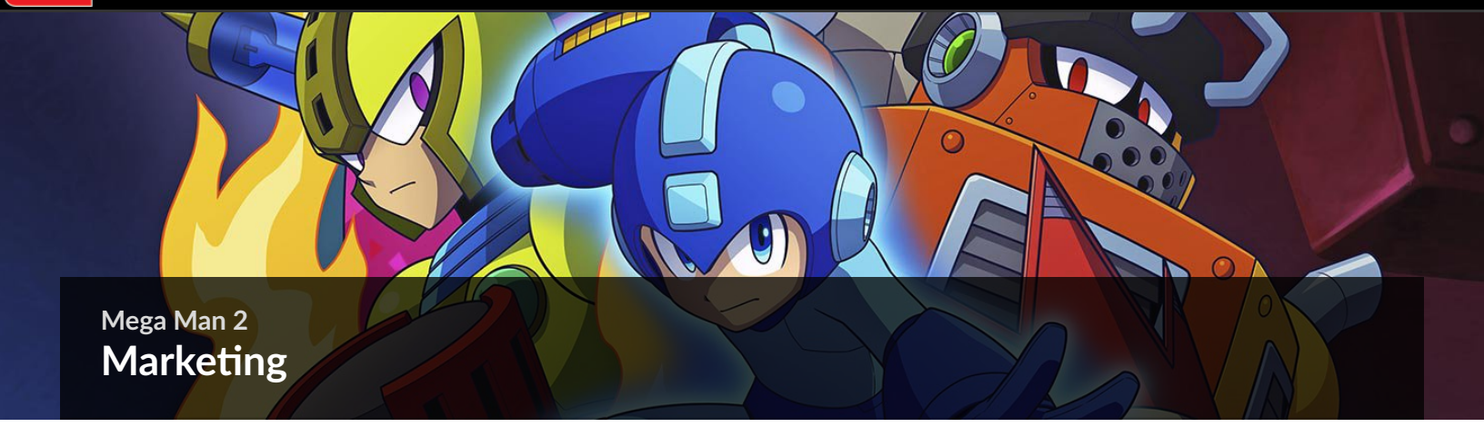
Stage 4



Stage 5



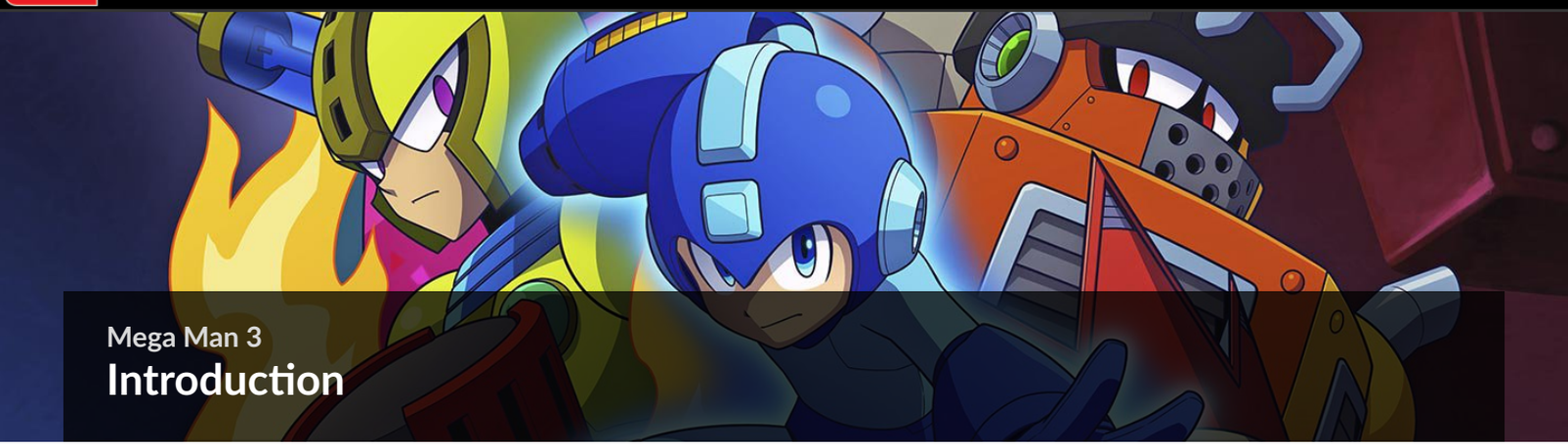
Stage 6



Mega Man 2

Marketing

Clockwise from top left: Japanese art; Manga cover art; Japanese flyer.



Mega Man 3

Introduction

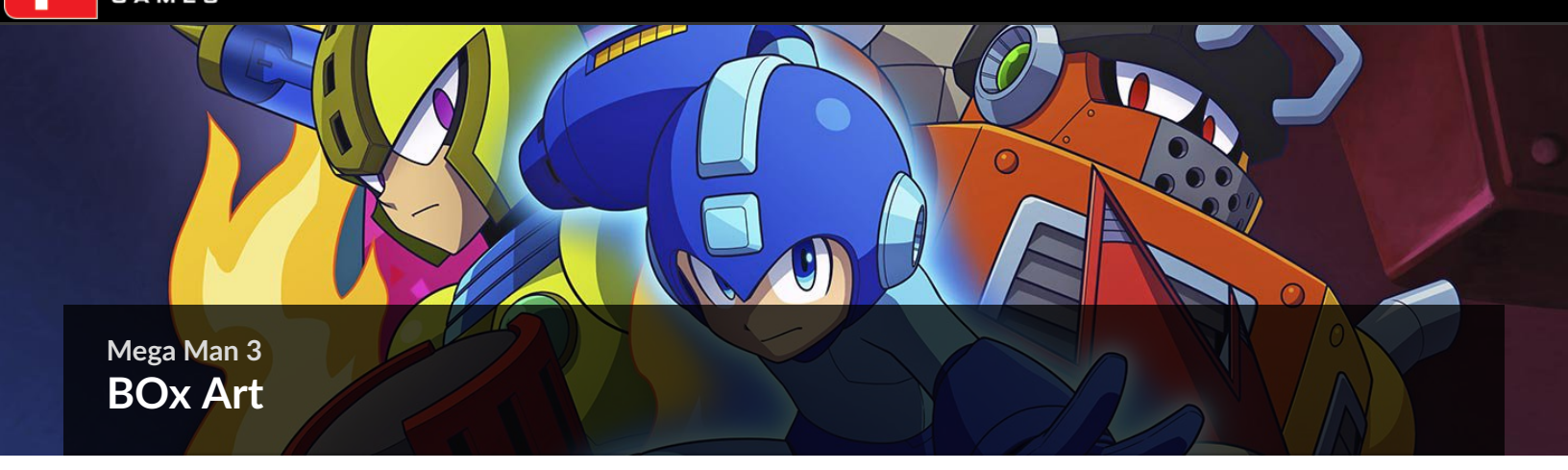
Calling Mega Man! Calling Mega Man! Come in please!

"Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too...yes...he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that...we must be getting static...sounds like you said 'Woof!'

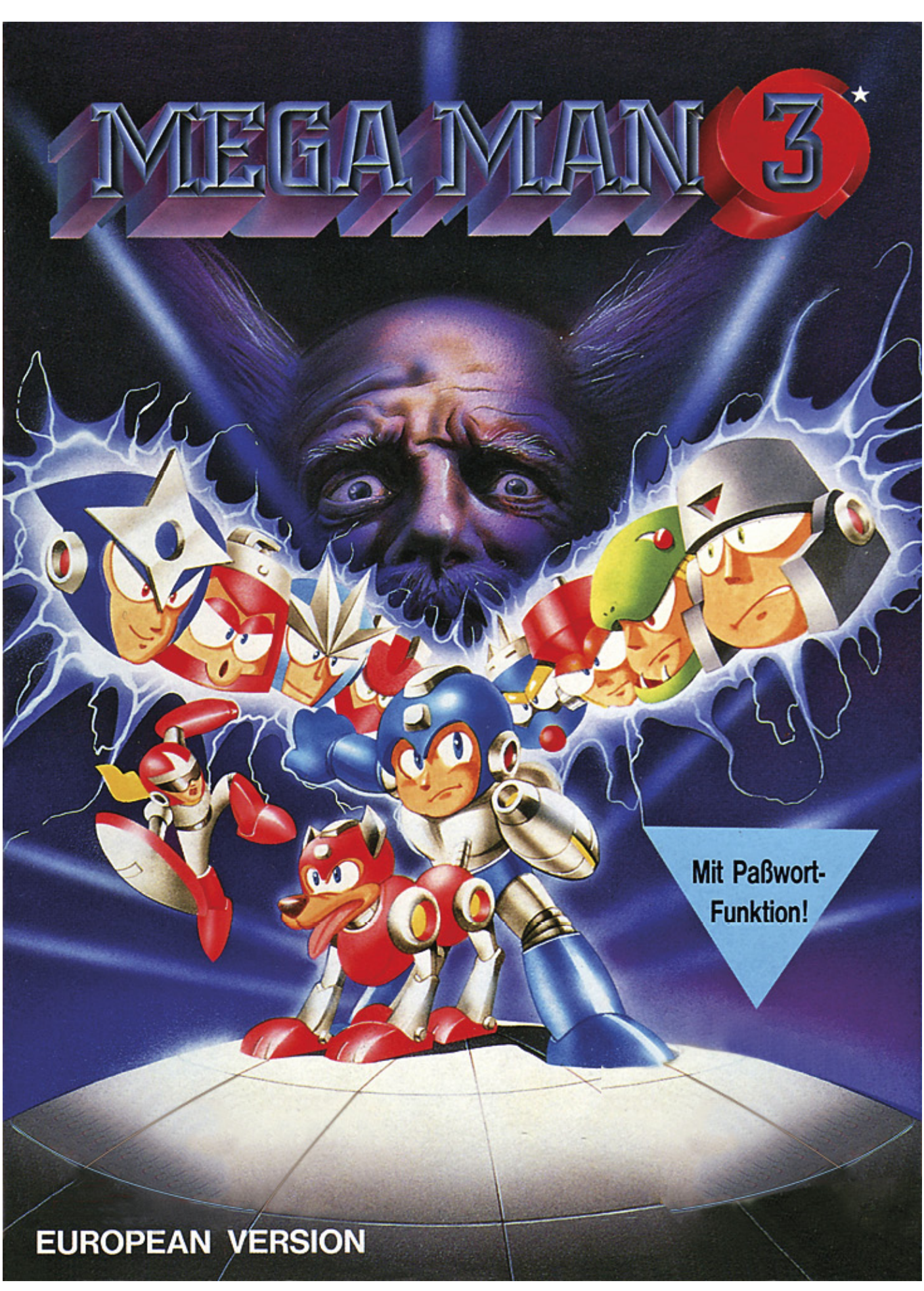
"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge! He's one lunatic guy!

"This is Dr. Light. Over and out!"



Mega Man 3
BOx Art

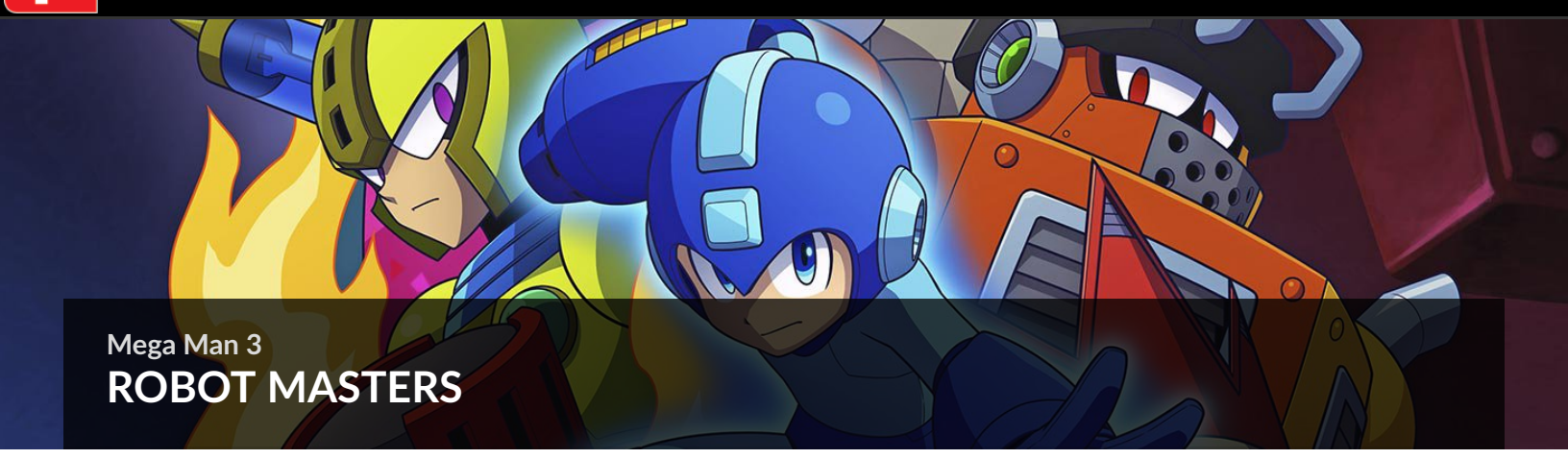
Mega Man 3: *1990 (NA)*



Mega Man 3: *1992 (PAL)*

Rockman 3: September 28, 1990 (JP)

Rockman 3 (Playstation): 1990 (JP)



Mega Man 3

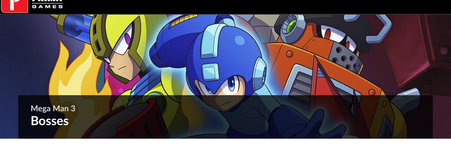
ROBOT MASTERS

After the massive success of Mega Man 2, Capcom received roughly 50,000 submissions from fans for new Robot Masters. Although the eight in the game were designed by players, canonically they mark the only collaboration between Dr. Wily and Dr. Light, who cooperate ever so temporarily before Dr. Wily reveals his true plans. Conversely, Gamma, the game's final boss, is the only final boss in the series that Dr. Light helped construct.

Mega Man 3's roster of Robot Masters stands out as not having a perfect circle of weaknesses. Needle Man, Gemini Man, and Snake Man form their own circle, while the other five masters form a second circle of weaknesses. It's also the only lineup in the Classic series to not feature a water-themed boss.

In the Robot Master rematches in Dr. Wily's Castle, each Robot Master gains an additional weakness: their own special weapon.

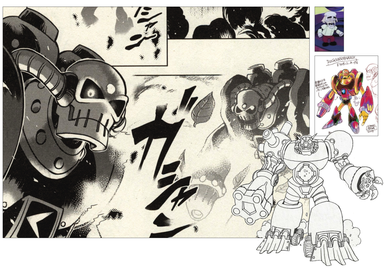
Robot Master	Special Weapon	Weakness	Sprites
Needle Man	Needle Cannon	Gemini Laser	
Magnet Man	Magnet Missile	Spark Shock	
Gemini Man	Gemini Laser	Search Snake	
Hard Man	Hard Knuckle	Magnet Missile	
Top Man	Top Spin	Hard Knuckle	
Snake Man	Search Snake	Needle Cannon	
Spark Man	Spark Shock	Shadow Blade	
Shadow Man	Shadow Blade	Top Spin	



Doc Robot

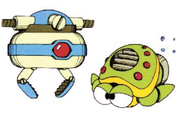
Doc Robot is interesting for several reasons. First, Mega Man must face him eight times across four special stages. In each battle, Doc Robot channels the power of a Robot Master from Mega Man 2, essentially making these encounters rematches from Mega Man's previous mission and bringing the grand total of Robot Masters faced in Mega Man 3 to 16.

Additionally, Doc Robot's Japanese name ("Dokurobotto") translates to "skull robot," matching his appearance as well as that of Dr. Wily's skull-themed castles. This was lost in the Western localization, however, and "Dokurobotto" was interpreted phonetically as "Doc Robot." Because of this and despite his menacing in-game design, Doc Robot appears as a small, elderly robotic doctor in the Captain N: The Game Master cartoon.



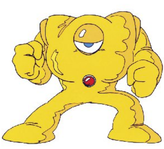
Mega Man 3 was the first game to have Mega Man run to the middle of the room and teleport upward after defeating each Robot Master.

Kamegoro Maker



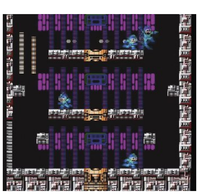
Sprites

Yellow Devil MK-II



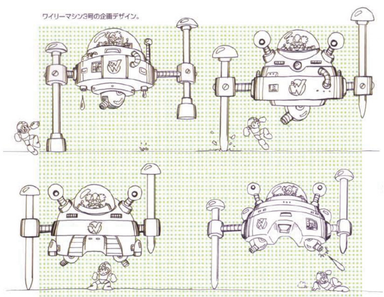
Sprites

Holograph Mega Men

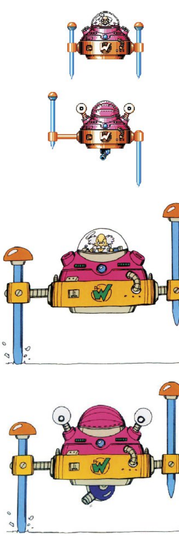


Mega Man 3's "Weapon Get" theme song appears in various forms throughout the series, including Mega Man X5 andMega Man 8.

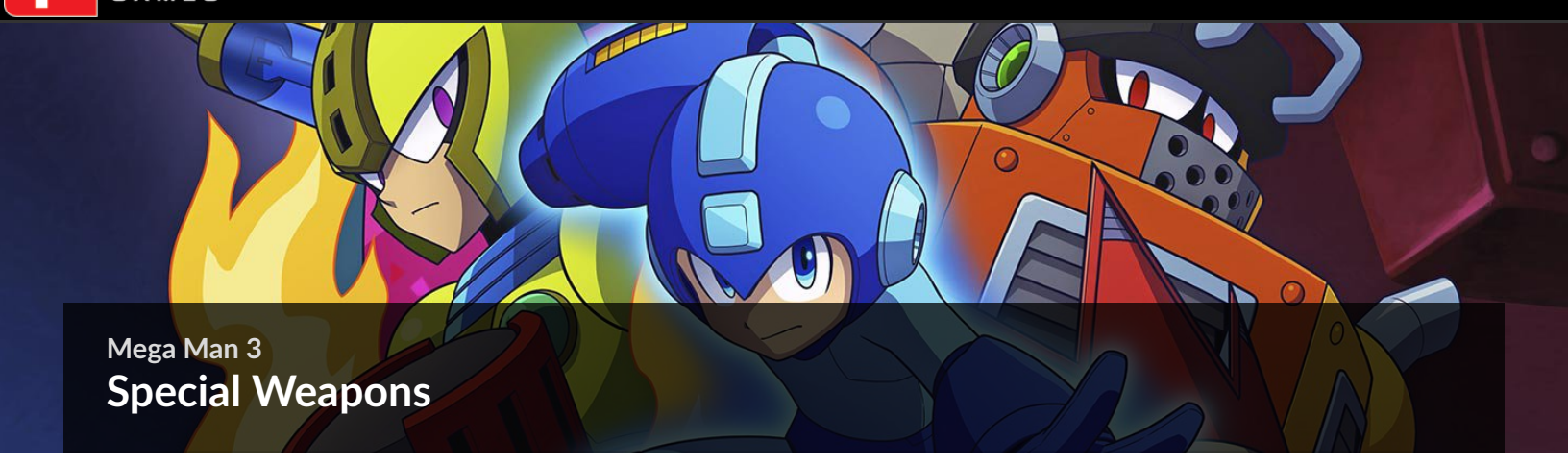
Wily Machine No. 3 (aka Pinbot)



Sprites



Several cheats were left in the original NES version. Holding right on the d-pad of the second controller enables Mega Man to jump much higher than normal. This also allows players to jump in and out of bottomless pits and can be used to enable invincibility. Holding up on the second controller makes the game run in slow motion, while holding up and A freezes everything on screen, including Mega Man.

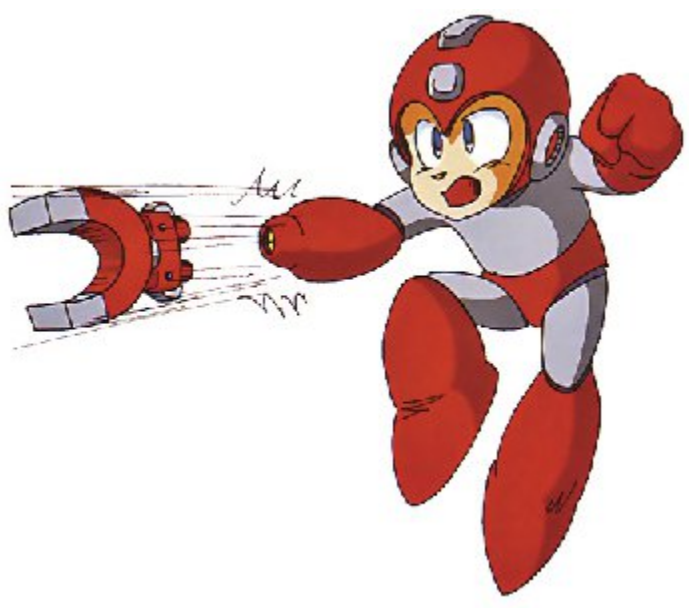


Mega Man 3

Special Weapons

Gemini Laser

Magnet Missile



Hard Knuckle

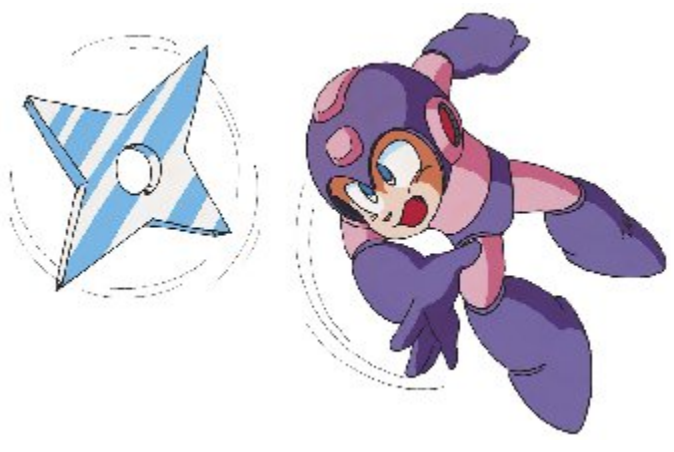
Needle Cannon

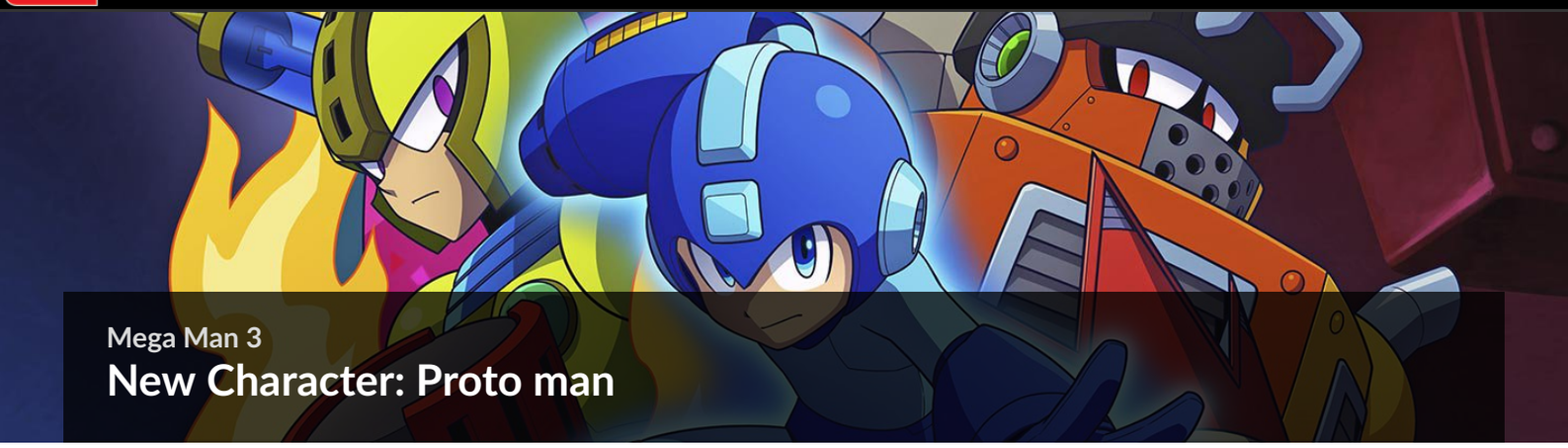
Search Snake

Spark Shock

Top Spin

Shadow Blade





Mega Man 3

New Character: Proto man

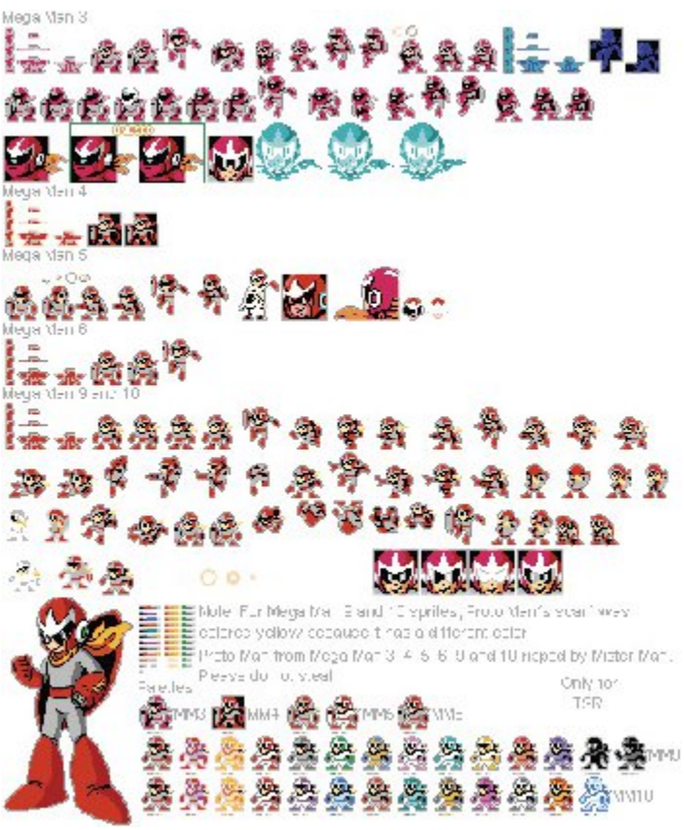
Proto Man (known as Blues in Japan) enters the scene in Mega Man 3. At first appearing to be a villain, he both challenges and assists Mega Man at unexpected times throughout certain stages—always preceded by the whistle of his melancholy theme song.

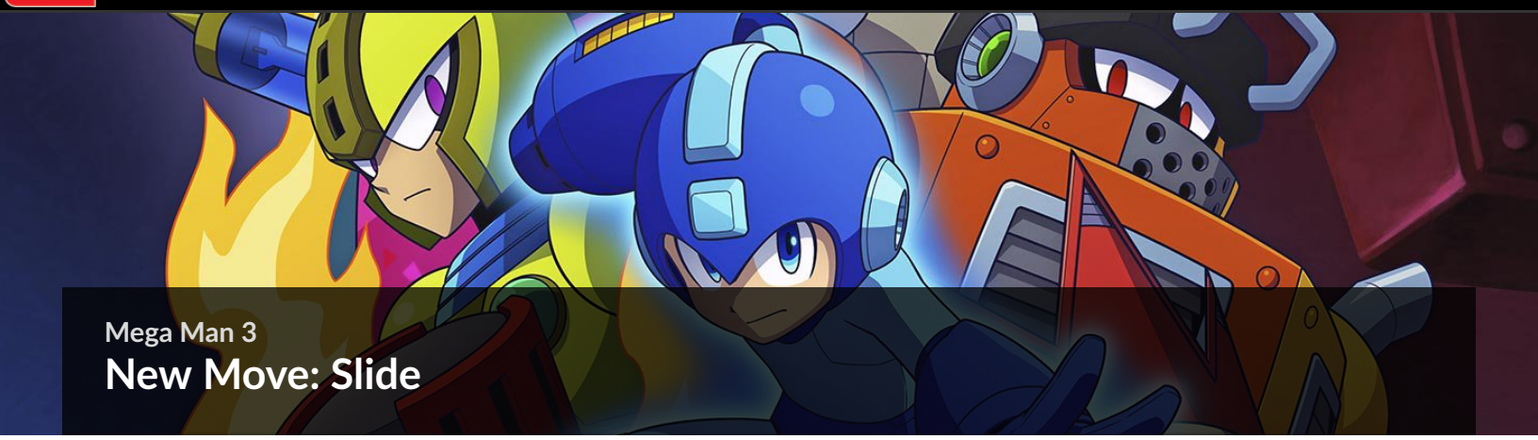
Once you complete all of the Doc Robot stages, Proto Man appears wearing a helmet for one final confrontation under the alias of Break Man. During this battle, Proto Man/Break Man is immune to Special Weapons and can only be damaged by the Mega Buster. At the end of Mega Man 3, after Proto Man saves Mega Man (the first of many times to come) and returns him to Dr. Light, it's revealed that Proto Man is an early prototype of Mega Man himself.

As Proto Man is physically identical to Mega Man, it is implied that the Break Man persona and helmet were meant to disguise himself from Dr. Light—a concept backed up by the Mega Man Gigamix manga. In the Archie Comics series, the name "Break Man" is suggested by Dr. Wily to symbolize a separation from his past and was also adopted due to his disdain for both Blues and Proto Man, the latter of which was given to him by Dr. Wily.

Unfortunately, as revealed in later games and media, Proto Man's energy core is flawed, causing constant suffering and an inevitably shorter life span. Proto Man would go on to appear in most other classic Mega Man titles and its various spin-offs.

Sprites





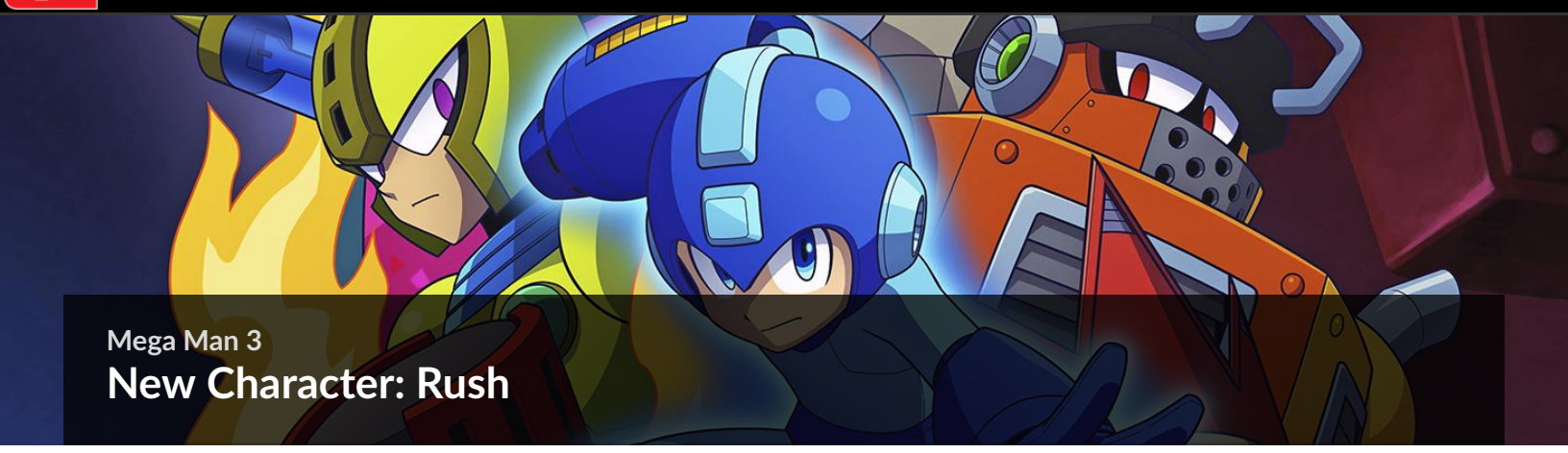
Mega Man 3

New Move: Slide

Perhaps the most substantial addition to the series, Mega Man's slide ability brought an entire new layer of depth to the game mechanics.

Tip

Pausing the game when first entering a Proto Man encounter room allows the player to hear Proto Man's complete theme song.



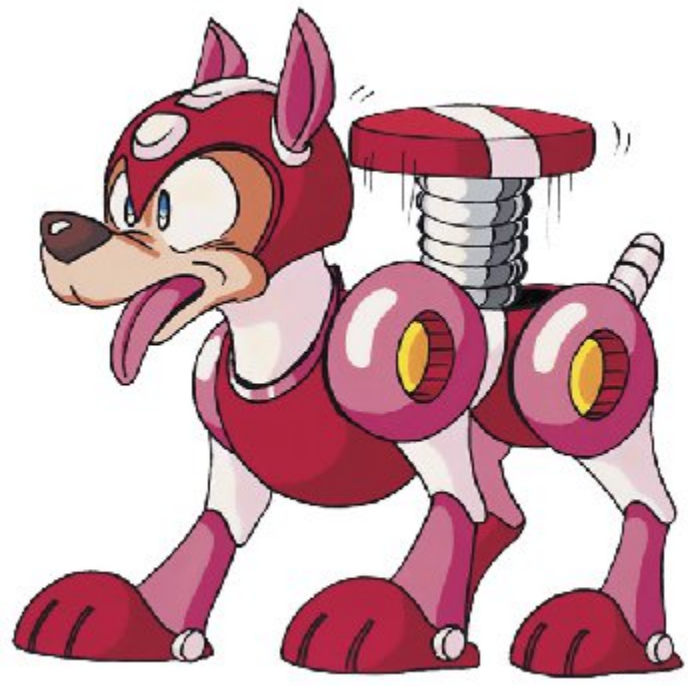
Mega Man 3

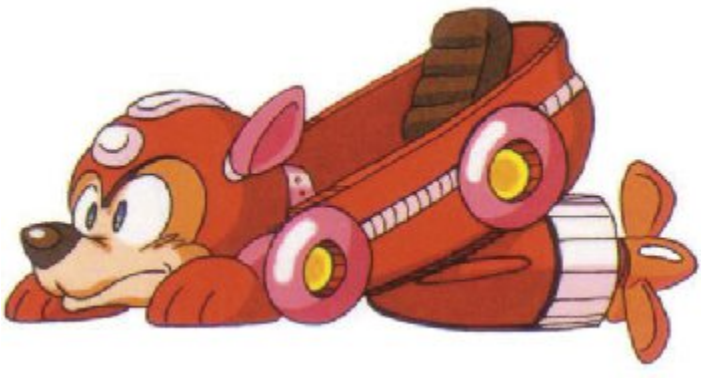
New Character: Rush

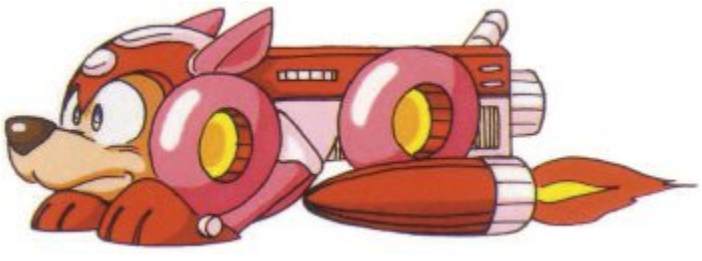
Sprites

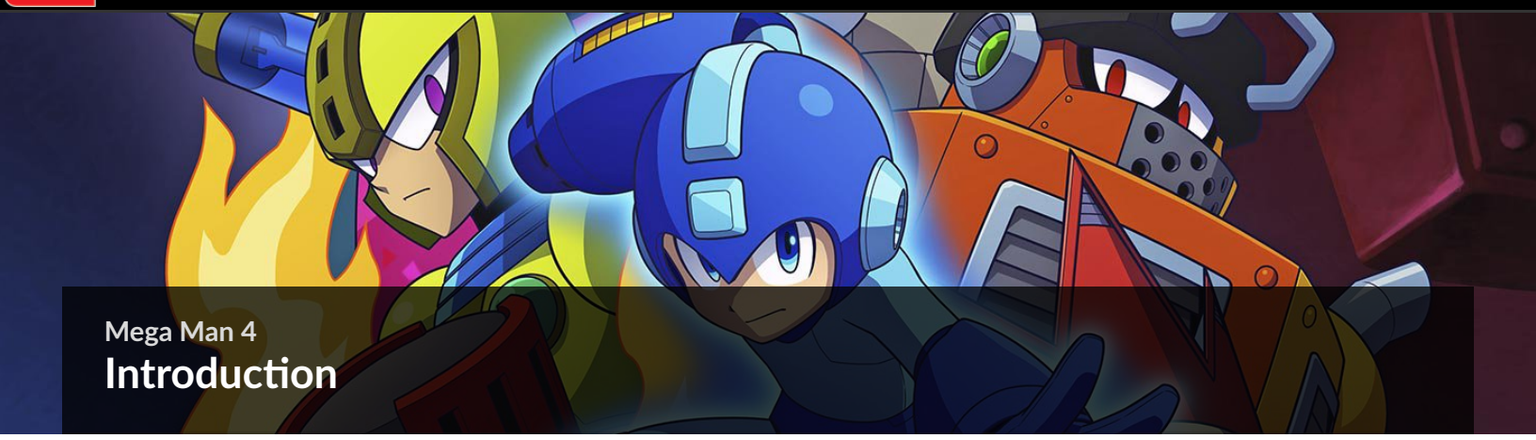
Mega Man and Rush have long been iconic and inseparable. But the Blue Bomber's robotic pooch was not along for the ride until several games in.

Created by Dr. Light to aid Mega Man, Rush can be summoned at any time in-game. In Mega Man 3, Rush replaces the transport items from Mega Man 2 and transforms into one of three options: Rush Coil, allowing Mega Man to jump higher; Rush Jet, allowing Mega Man to easily traverse across entire screens; and the self-explanatory Rush Marine (submarine). The Rush Coil and Rush Jet appear in nearly all subsequent Mega Man titles.





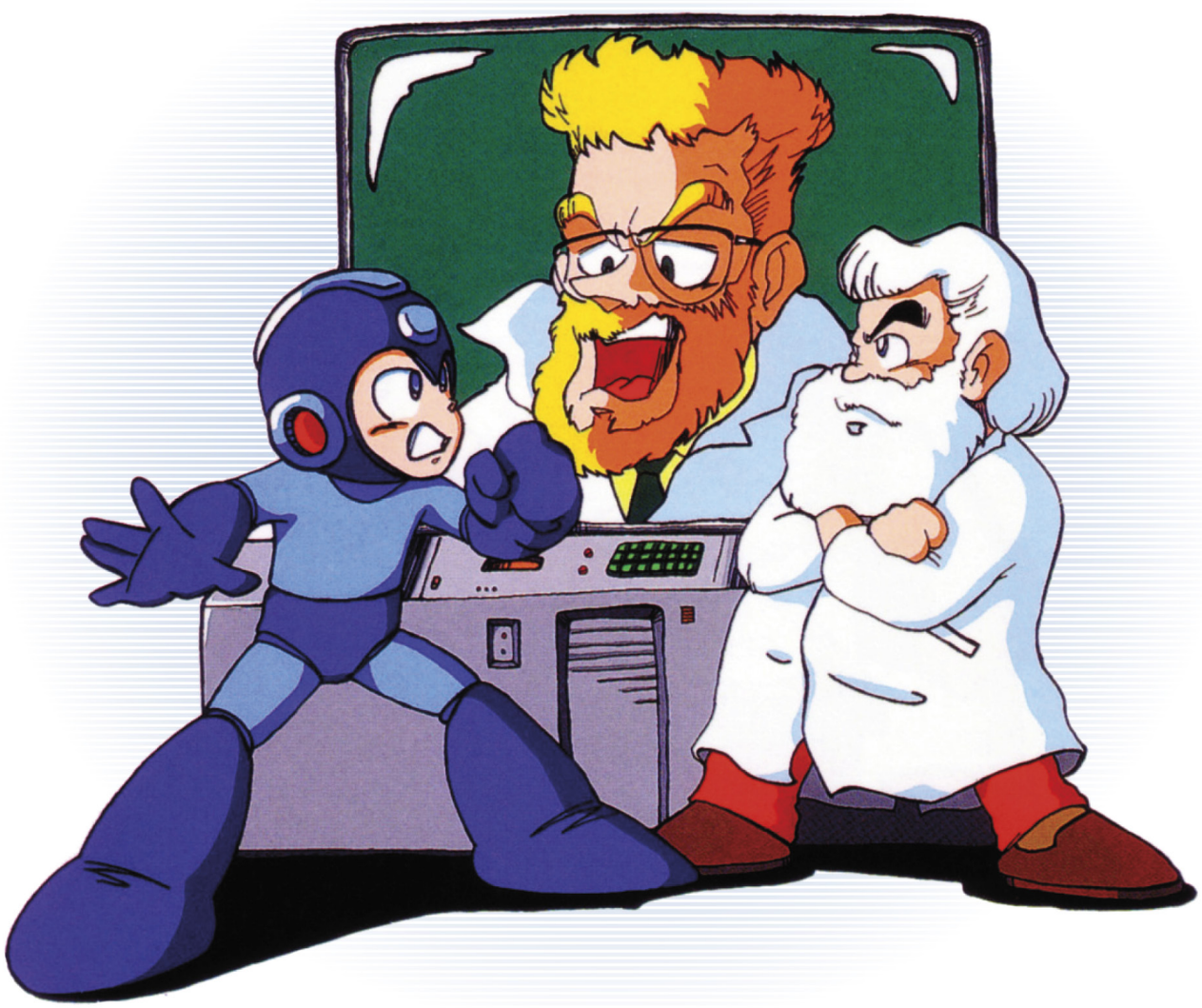




Mega Man 4

Introduction

I am Dr. Cossack. I've sent eight of my most powerful robots to destroy Mega Man.



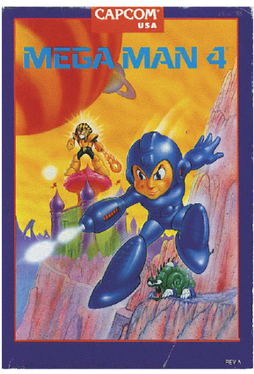
Good evening, Dr. Light. Allow me to introduce myself. I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.

Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!

From my Siberian citadel, I've sent eight of my most powerful robots to destroy that titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

—Dr. Cossack

Mega Man 4
Box Art



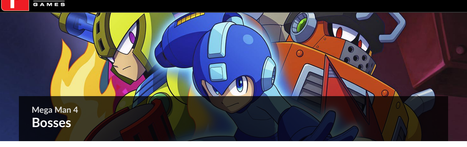
Mega Man 4, January 1, 1992 (NA)

Mega Man 4, January 21, 1993 (NES)

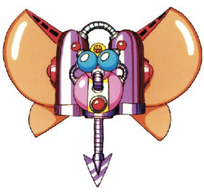
Mega Man 4, December 06, 1991

Riding on the immense breakout success of Mega Man 2 and 3, Capcom opted to continue the series on the Nintendo Entertainment System (NES), rather than on the new Super Nintendo. An increased focus on story came in the introduction of cutscenes—a first for the series—as well as the addition of Dr. Cossack and his daughter, Kalinka. Mega Man 4 takes place in Russia and was released on January 1, 1992, with the Soviet Union dissolving just a week prior and the destruction of the Berlin Wall headlining the news in previous years.

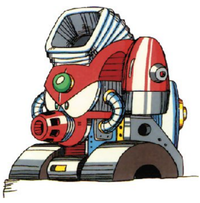
With the game subtitled "A New Evil Ambition!" in Japan, Dr. Cossack as an antagonist was an intentional misdirection. It is inevitably revealed that Dr. Wily survived the events of Mega Man 3 and kidnapped Dr. Cossack's daughter, forcing the Russian scientist to help further his dastardly ambitions. During Mega Man's battle with Dr. Cossack, Proto Man appears, having rescued Kalinka, who then reveals the game's plot twist.



Mothraya

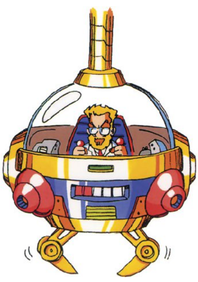


Tako Trash

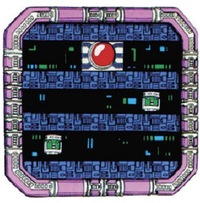


Cockroach Twins

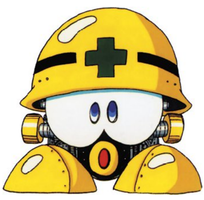
Cossack Catcher



Square Machine

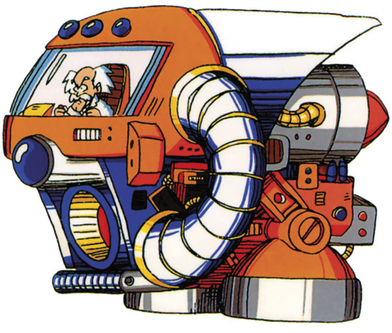


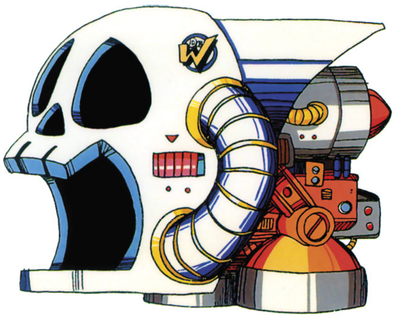
Metall Daddy



Wily Machine No. 4

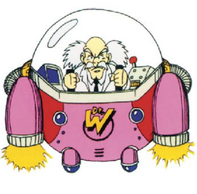
The fourth Wily Machine introduces the skull motif from Dr. Wily's Castle—a trend that continues throughout the rest of the series.

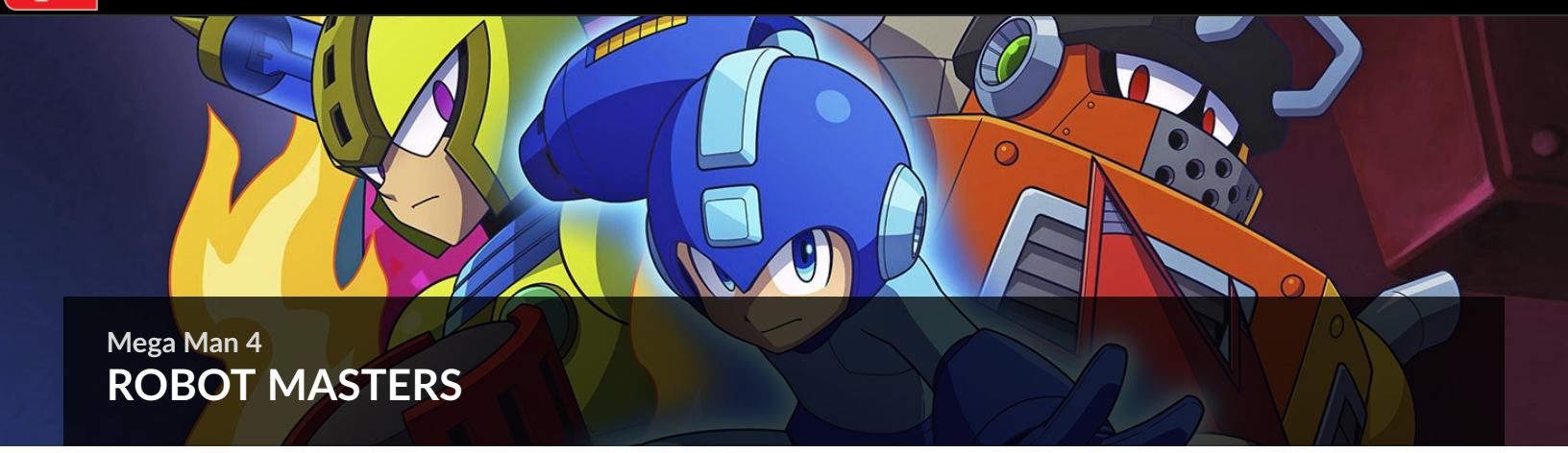




Wily Capsule

Also introduced in Mega Man 4, before becoming a permanent fixture of the series, is the Wily Capsule as the final boss.





Mega Man 4

ROBOT MASTERS

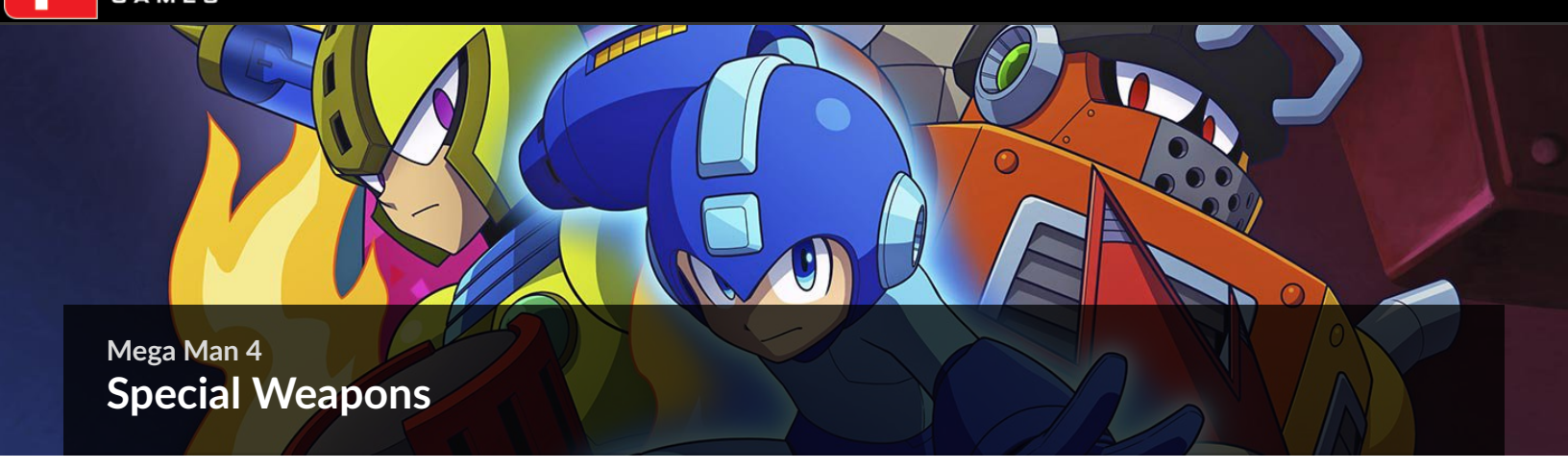
The franchise's overall popularity and the promise of one of eight exclusive golden Rockman 4 cartridges caused a staggering 70,000 Robot Masters to be submitted for Mega Man 4. Perhaps to make up for Mega Man 3's lack of aquatic Robot Masters, Mega Man 4 is the only game in the series to feature two: Dive Man and Toad Man.

The option to revisit completed stages from the original Mega Man was reintroduced.

Bright Man was originally submitted as Pearl Man, named after a brand of lightbulbs in Japan.

The developers scrapped an entire work-in-progress stage and redesigned it specifically for Skull Man once his design had been chosen.

Robot Master	Special Weapon	Weakness	Sprites
Bright Man	Flash Stopper	Rain Flush	
Toad Man	Rain Flush	Drill Bomb	
Drill Man	Drill Bomb	Dive Missile	
Pharaoh Man	Pharaoh Shot	Flash Stopper	
Ring Man	Ring Boomerang	Pharaoh Shot	
Dust Man	Dust Crusher	Ring Boomerang	
Dive Man	Dive Missile	Skull Barrier	
Skull Man	Skull Barrier	Dust Crusher	

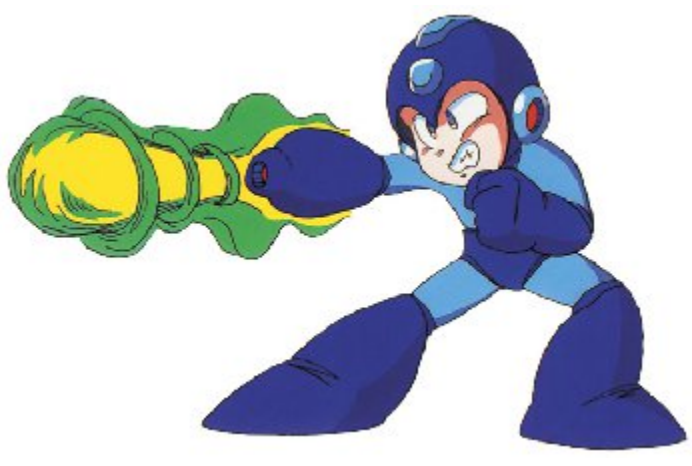


Mega Man 4

Special Weapons

Mega Man 4 introduced the now-iconic Charge Shot mechanic via an upgraded arm cannon called the New Mega Buster. By channeling solar power (by holding down the Attack button), the Charge Shot adds two levels of charge attacks on top of the standard Mega Buster shot. The first Charge Shot is larger than a normal shot and passes through enemies if it destroys them. The second Charge Shot is even larger and triples Mega Man's damage output.

New Mega Buster

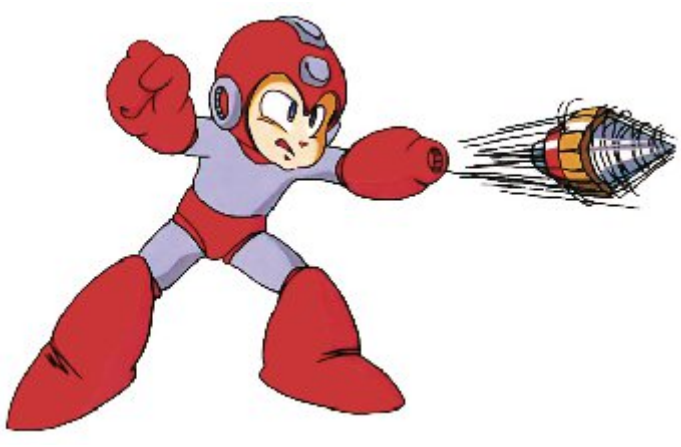


Skull Barrier

Ring Boomerang

Dive Missile

Drill Bomb

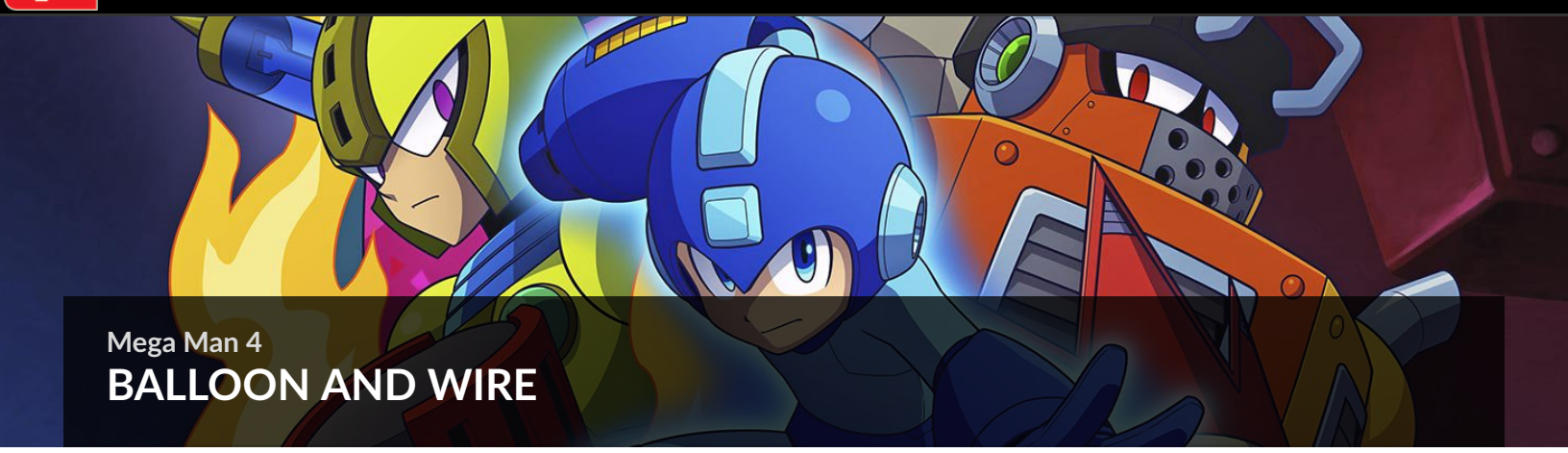


Flash Stopper

Dust Crusher

Rain Flush

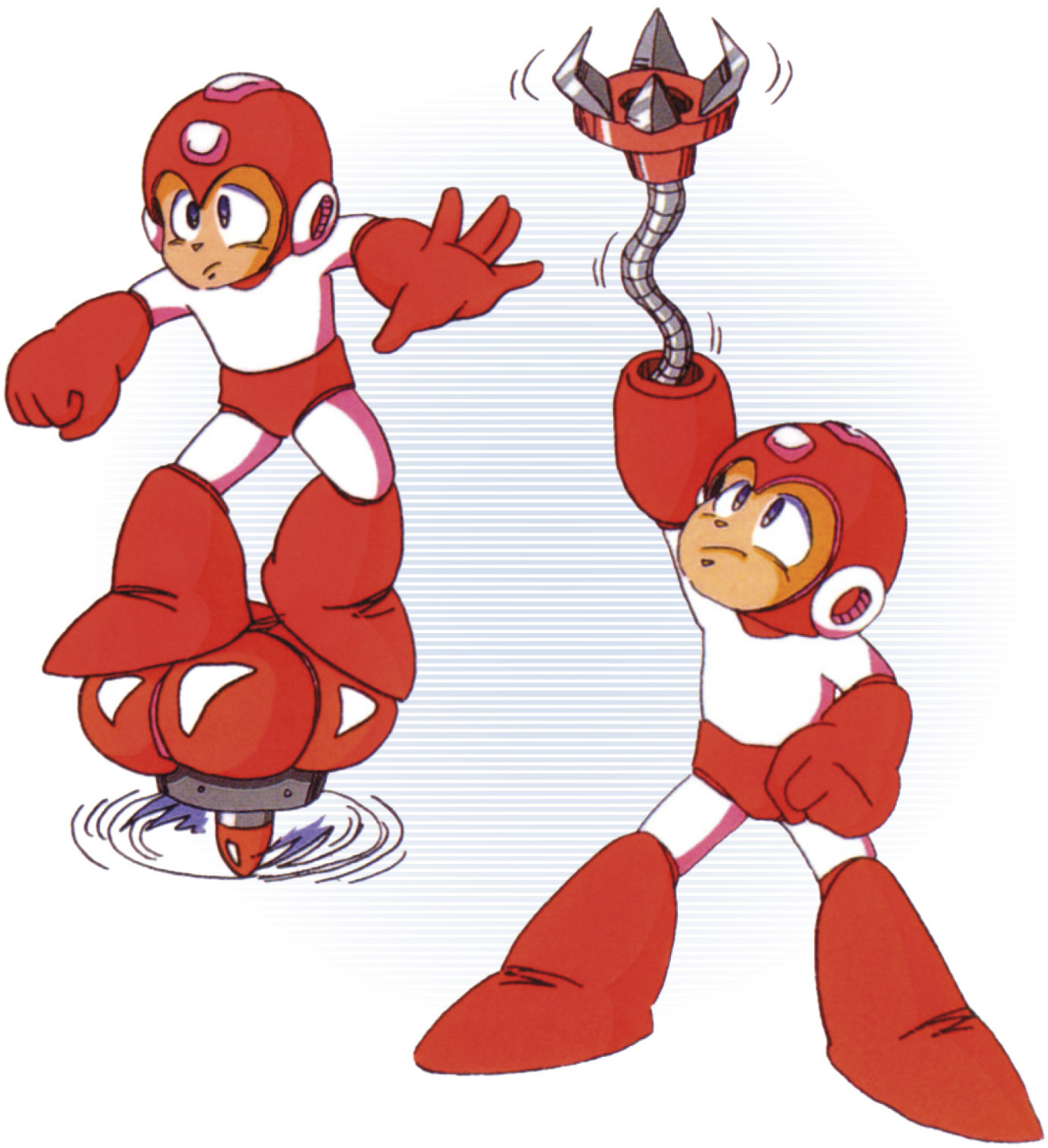
Pharaoh Shot



Mega Man 4

BALLOON AND WIRE

Two new transportation items were introduced in Mega Man 4: the wire and the balloon. The wire is shot upward and allows Mega Man to cling from the ceiling indefinitely. It will also damage enemies, making it the first item in the series to do so. The balloon works similarly to Item-1 from Mega Man 2 and provides a midair platform for Mega Man to utilize.



Caution

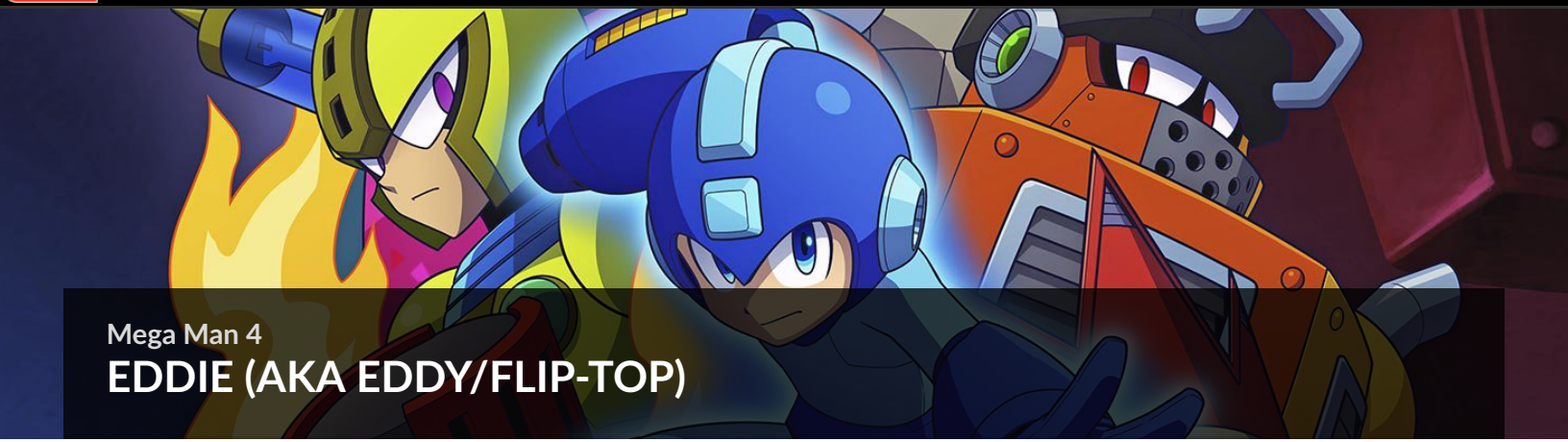
Up to eight balloons can be onscreen simultaneously; however, they tend to cause extreme flickering and slowdown. For these reasons, speedrunners will often activate balloons halfway inside walls, where there is a split second to jump off them even though they don't fully materialize.

The game's final boss has its own unique music— a first for the series.

The Robot Master health meters in Mega Man 4 take the longest to fill out of any game in the Classic series.

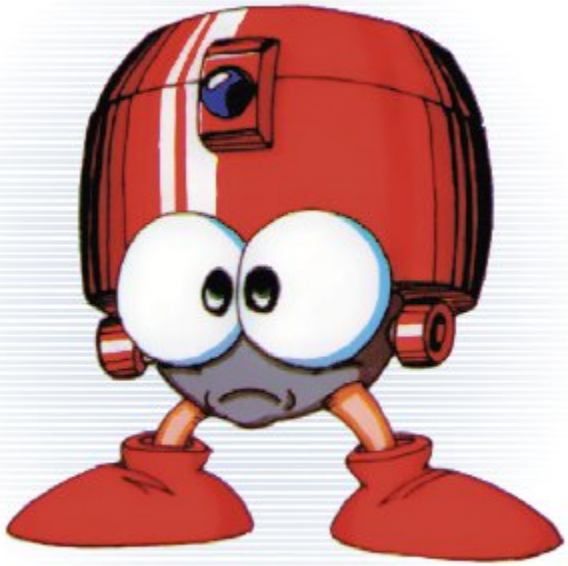
Tip

Mega Man 4's credit music pays homage to the Mega Man 2 opening theme.

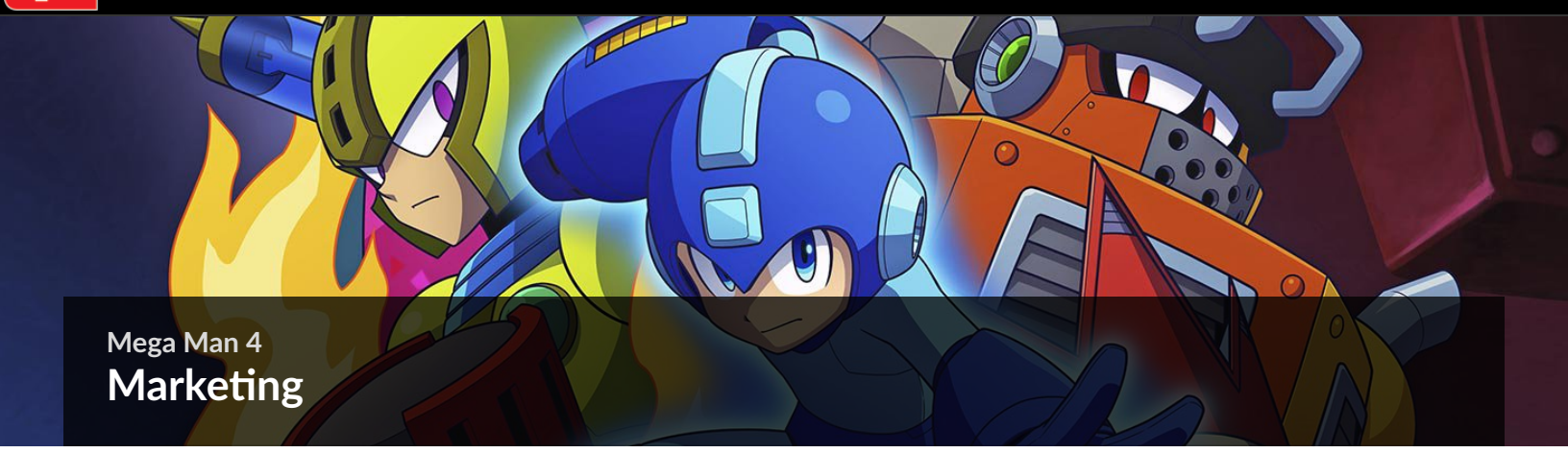


Mega Man 4

EDDIE (AKA EDDY/FLIP-TOP)



Eddie is an item-delivery bot designed by Dr. Light to assist Mega Man mid-mission. Functionally, Eddie replaces the ? Cans, providing a random item whenever he appears. The developers had the idea of a “lottery”-type character who would provide happiness (or disappointment) as early as Mega Man 2, and Eddie remained a permanent fixture of the series from Mega Man 4 onward.



Mega Man 4
Marketing

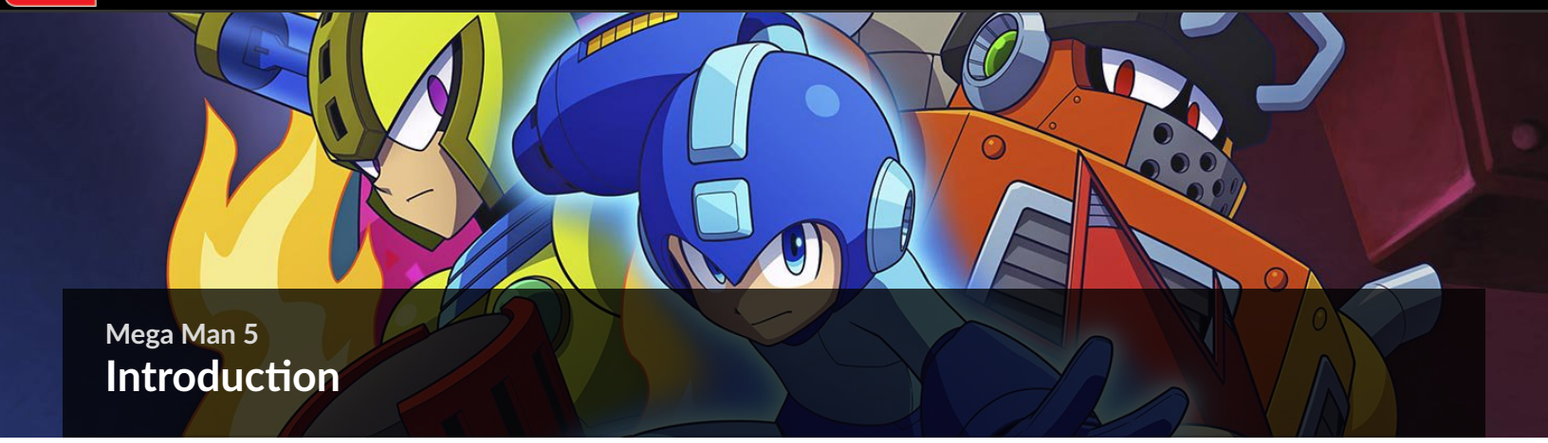
Japanese ad

Mega Man 4... Like Nothing Before

New Enemies like Dr. Cossack. "Cruel!"
New Weapons like the Mega Buster. "Devastating!"
New Robots like Toad Man and Skull Man. "Gnarly!" Devices like Balloon adapters and Grappling hooks. "Handy!"
Get Mega Man 4—
The rest were just warm-ups. "Really!"

CAPCOM USA

North American ad

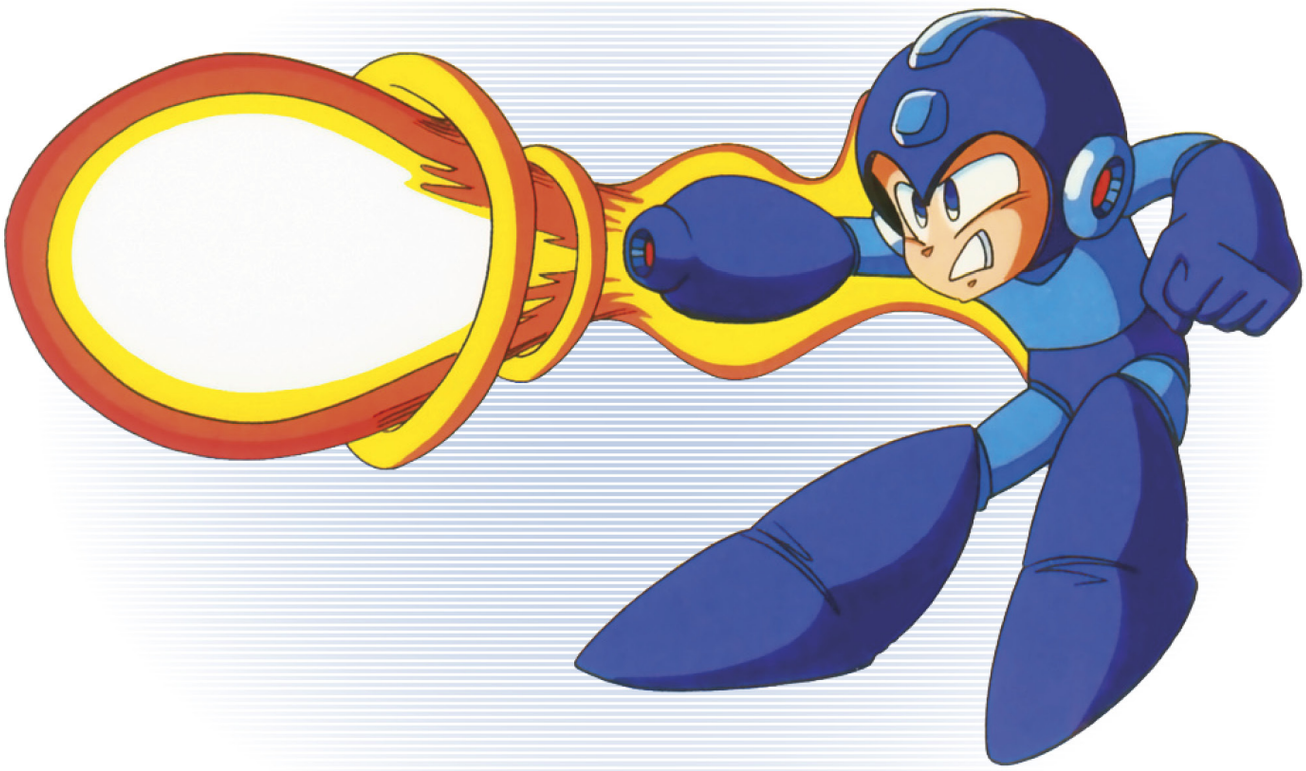


Mega Man 5

Introduction

Cossack to Mega Man! Proto Man has gone wild! I've never seen destruction on this scale before.

Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!



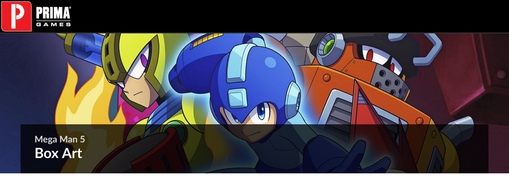
Proto Man has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before.

I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Proto Man's robots.

I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I had been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge.

Remember to watch your back, Mega Man. Proto Man seems to have become more ruthless than we had thought possible. Good Luck.

Cossack out!



Mega Man 5
Box Art

Mega Man 5: 1993 (NA)

Mega Man 5: 1993 (PAL)

Rockman 5: December 4, 1992

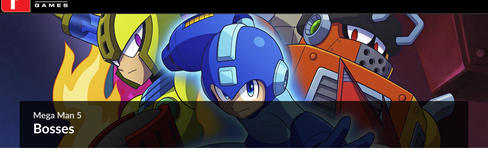
Mega Man 5 (Rockman 5: Blues' Trap!? in Japan) was released in late 1992 for the NES. It would be the final Mega Man released for the NES in Europe.

Following on Mega Man 4's "fake villain" plot, Mega Man 5's antagonist—thought to be Proto Man—is eventually revealed to be Dark Man, a new creation of Dr. Wily's. To keep things fresh, the marketing for the game highlighted new gimmicks such as the ability to run on the ceiling in Gravity Man's stage and a vehicular section in Wave Man's stage.

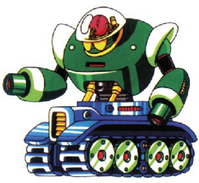
The development team (known internally as the "Rock Family") felt "everything had already been done" in Mega Man 4, so Mega Man 5 and 6 largely consisted of making "powered up" versions of existing mechanics. The Mega Buster's Charge Shot, for example, received an extra boost thanks to modifications by Dr. Cossack. Yet taking damage now cancels the charge, requiring safer and more precise play to properly utilize. A small tweak, but one that can notably impact a series with super-tight and relatively simple mechanics.

Tip

Mega Man 5 is the first game to note the date as 20XX, as opposed to 200X.



Dark Man I

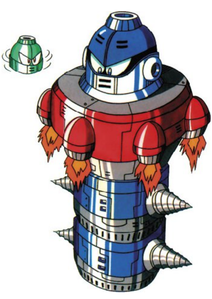


Dark Man II

Dark Man III

Dark Man IV

Big Pets

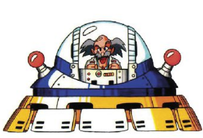


Circring Q9

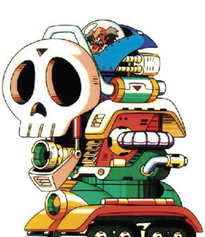
Tip

While disguised as Proto Man, Dark Man's theme music is an off-key rendition of Proto Man's theme. The two can be heard back-to-back when Proto Man confronts Dark Man and reveals his identity as an impostor.

Wily Press

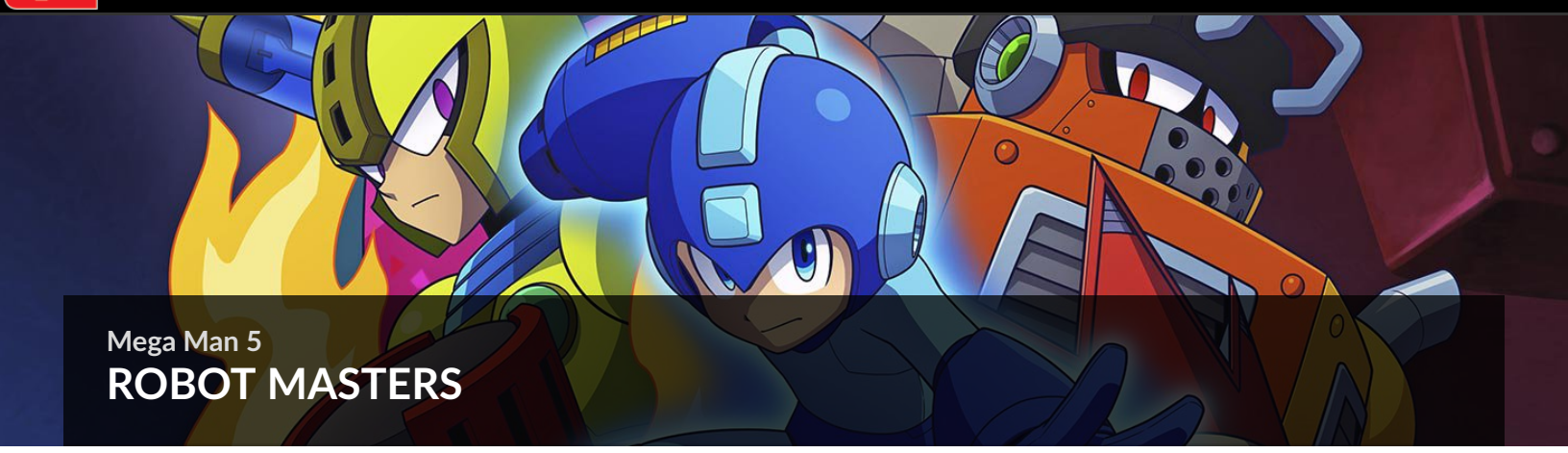


Wily Machine No. 5



Wily Capsule II

Not since the original Mega Man was the final boss vulnerable to the Mega Buster.



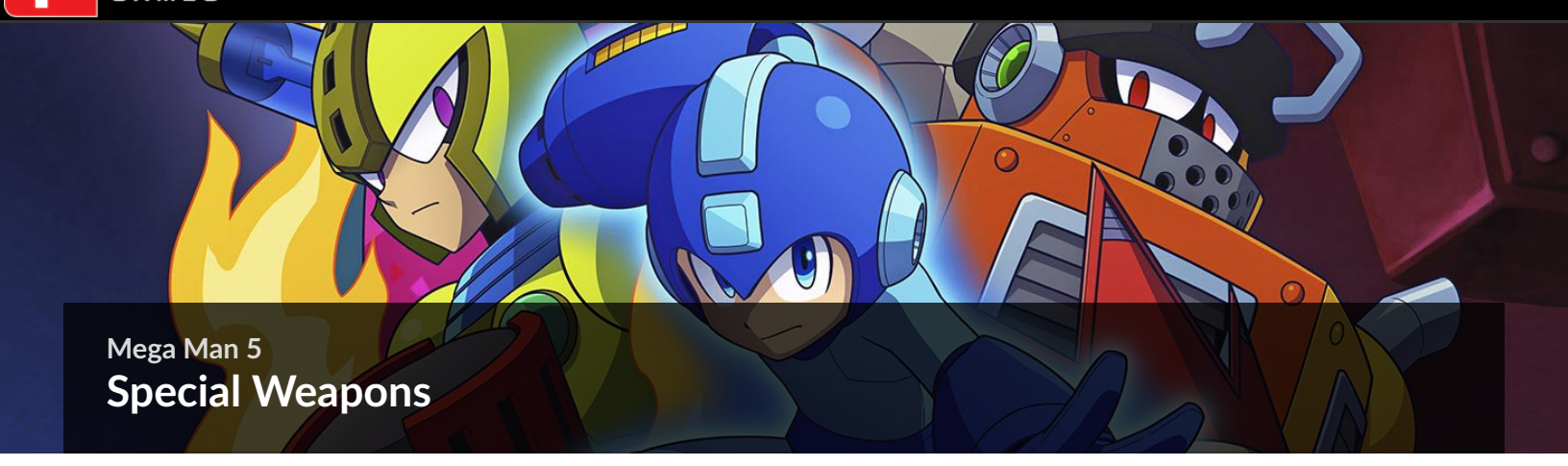
Mega Man 5

ROBOT MASTERS

An estimated 130,000 Robot Master submissions were sent in for Mega Man 5, nearly doubling the sum received for the previous game.

Stone Man's Special Weapon, Power Stone, shares a name with Capcom's beloved 1999 arena fighting game.

Robot Master	Special Weapon	Weakness	Sprites
Gravity Man	Gravity Hold	Star Crash	
Wave Man	Water Wave	Charge Kick	
Stone Man	Power Stone	Napalm Bomb	
Gyro Man	Gyro Attack	Gravity Hold	
Star Man	Star Crash	Water Wave	
Charge Man	Charge Kick	Power Stone	
Napalm Man	Napalm Bomb	Crystal Eye	
Crystal Man	Crystal Eye	Gyro Attack	

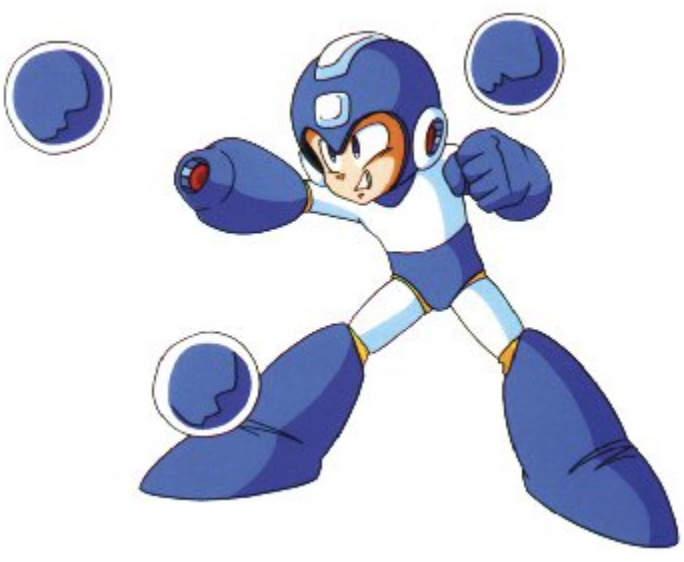


Mega Man 5

Special Weapons

Charge Kick

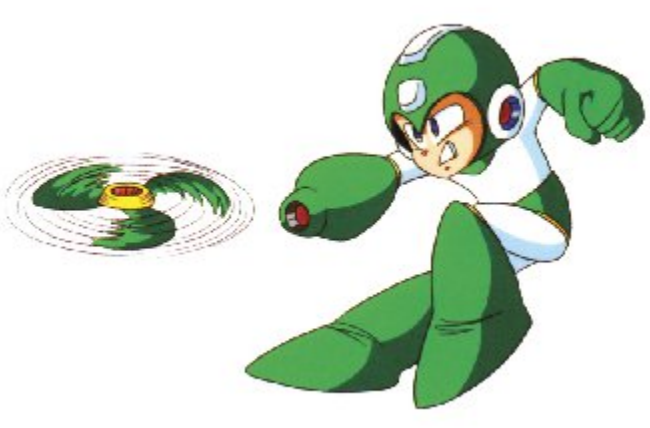
Crystal Eye



Napalm Bomb

Gravity Hold

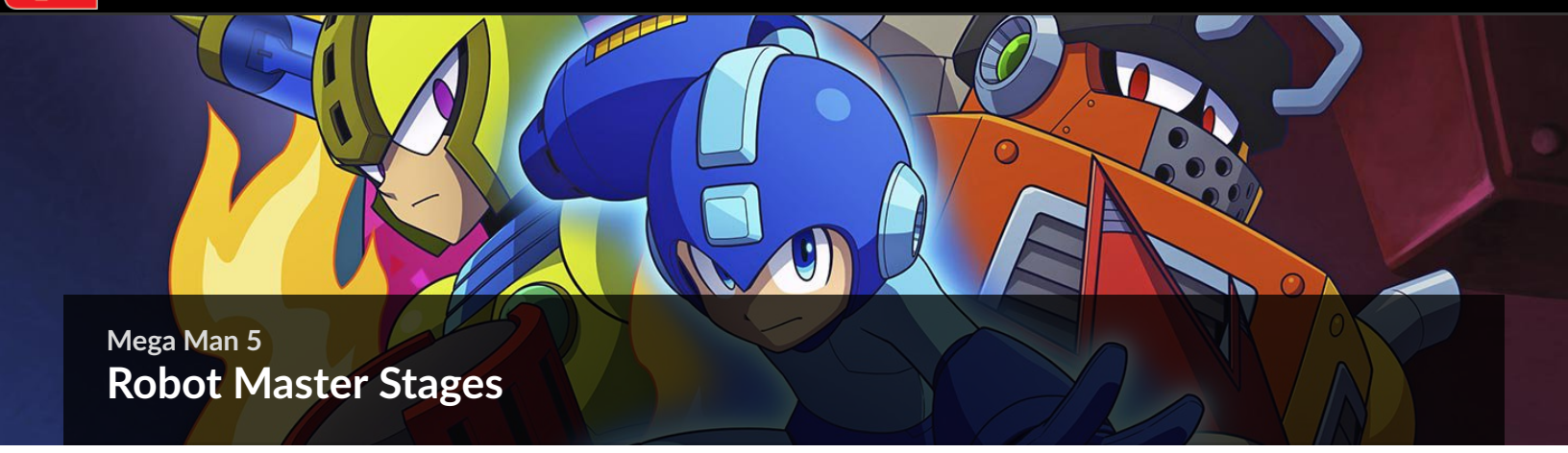
Gyro Attack



Charge Kick

Star Crash

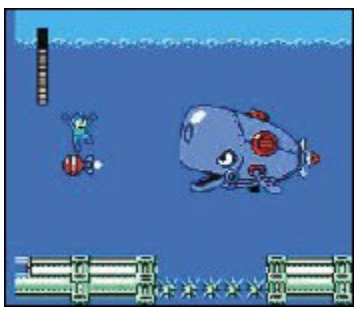
Water Wave



Mega Man 5

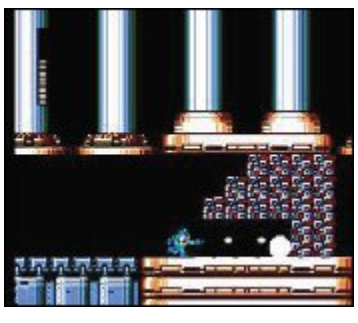
Robot Master Stages

Bright Man



Dive Man

Drill Man

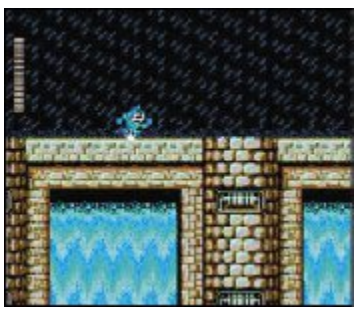


Dust Man

Pharoah Man

Ring Man

Skull Man



Toad Man

Mega Man 5

BEAT

Finally fulfilling Mega Man's destiny of having an airborne companion, Dr. Cossack created a bird-type support robot named Beat. Beat's designer at Capcom imagined a bird that was also a helmet, and the rest came together from there.

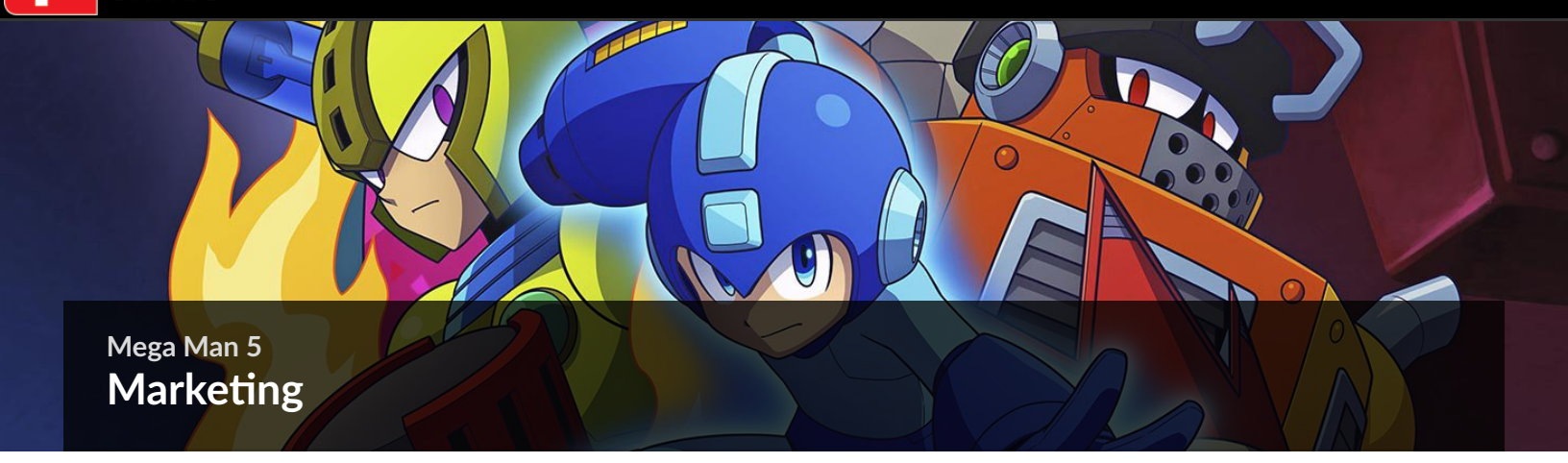
In Mega Man 5 and 6, Beat can be summoned after collecting a set of plates (eight in Mega Man 5 that spell out M-E-G-A-M-A-N-5 and four in Mega Man 6 that spell out B-E-A-T). While on the screen, Beat drains energy and homes in on enemies as long as Mega Man is standing still. Beat is especially formidable in Mega Man 5, as his attacks will also target bosses; this function was removed in Mega Man6.

Mega Man 5

SUPER ARROW

The Super Arrow transport item doubles as both an attack and a makeshift platform that sticks to walls for a short duration. Much like Rush Jet, Super Arrow can also be ridden across the screen, though it drains energy rapidly.

Due to its ability to deal damage, the Super Arrow is the only transport item in the series to also double as a boss's specified weakness (Wily Machine No. 5).

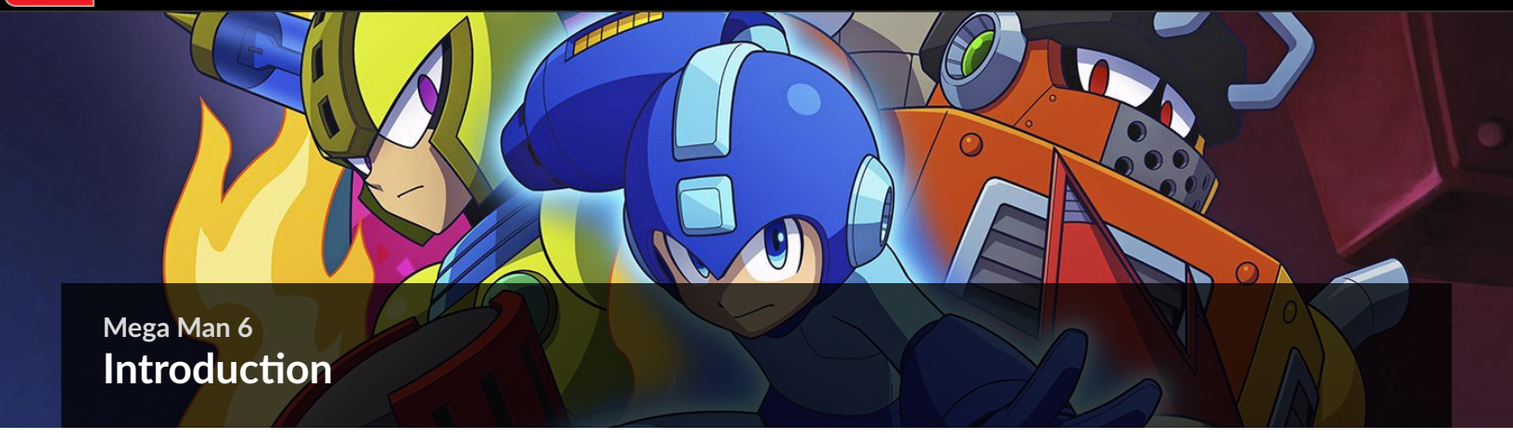


Mega Man 5
Marketing

Game Informer Magazine January/February1993

Mega Man 5 ad

Manga covers



Mega Man 6

Introduction

It’s time to tell you the truth. I have been manipulating that fool, Dr. Wily, from the beginning.

The most talented robot designers from across the globe have come to the 1st Annual Robot Tournament sponsored by the billionaire Mr. X. Traveling from several countries, the designers have brought their finest cybernetic creations to do battle in a series of tests to see which robot can claim the title of “the Most Powerful Robot in the World.”

Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights dim and the mysterious Mr. X appears…

“Ladies and Gentlemen,

“I wish to thank you all for coming to see the final event of my 1st Annual Robot Tournament. As you know, I have kept the final event of the tournament secret.

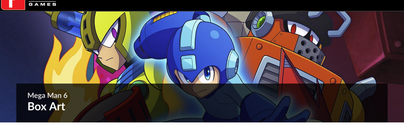
“This event will test the strength, skill, and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but I’m sure you will understand when I explain that the final test for these robots is to help me conquer the world!

“Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don’t worry, you’ll see me again soon. Very soon!”

Mega Man: “Mr. X!! Why?!”

Mr. X: “It’s time to tell you the truth. I have been manipulating that fool, Dr. Wily, from the beginning. But now I no longer need Dr. Wily’s help. Come and face my power, Mega Man!!”

Mega Man: “We’ll stop you! Follow me, Rush!”



Mega Man 6
Box Art

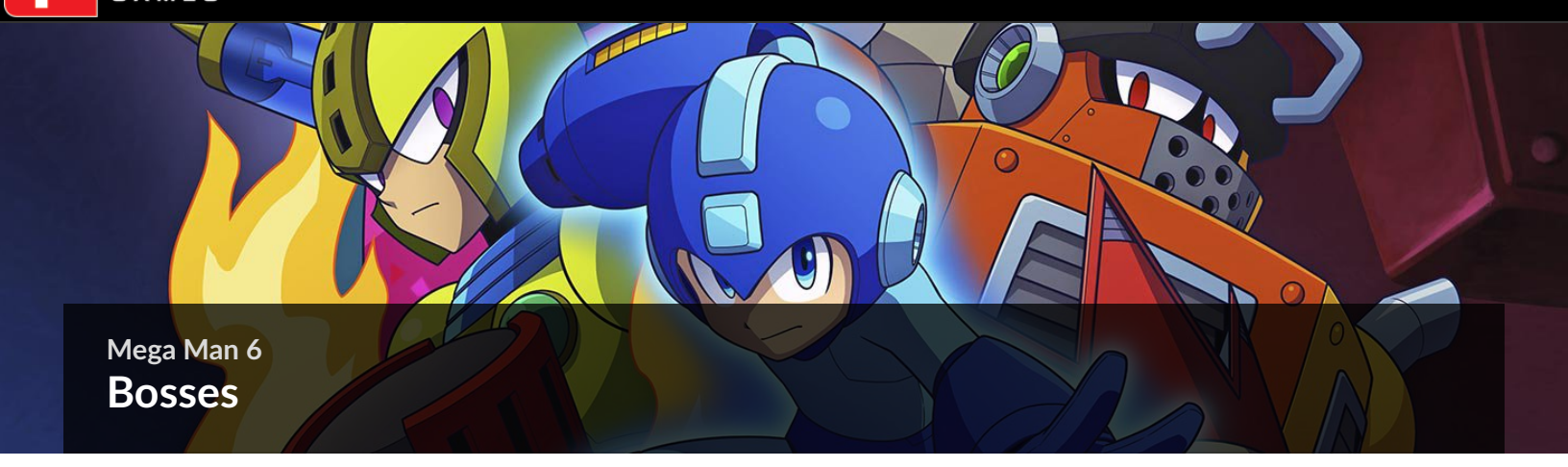
Mega Man 6, March 1994 (NA)

Rockman 6, November 5, 1993

Mega Man 6 was the final entry in the Classic series to be released on the NES. The NES was deep into its twilight years, and as such, Capcom opted not to publish the game in the West; instead, Nintendo took up publishing duties. Rockman 6: The Greatest Battle of All Time!! was released in Japan in October 1993, while Mega Man 6 was released in March of 1994, three months after Mega Man X blasted its way onto the Super Nintendo. Mega Man 6 was not released in Europe until 20 years later on the Nintendo 3DS Virtual Console.

Tip

Mega Man is shown speaking for the first time in Mega Man 6.



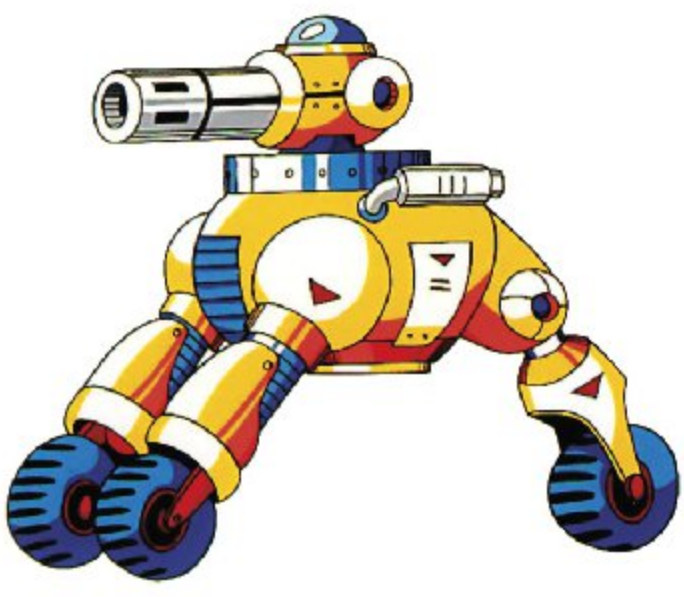
Mega Man 6
Bosses

Rounder II

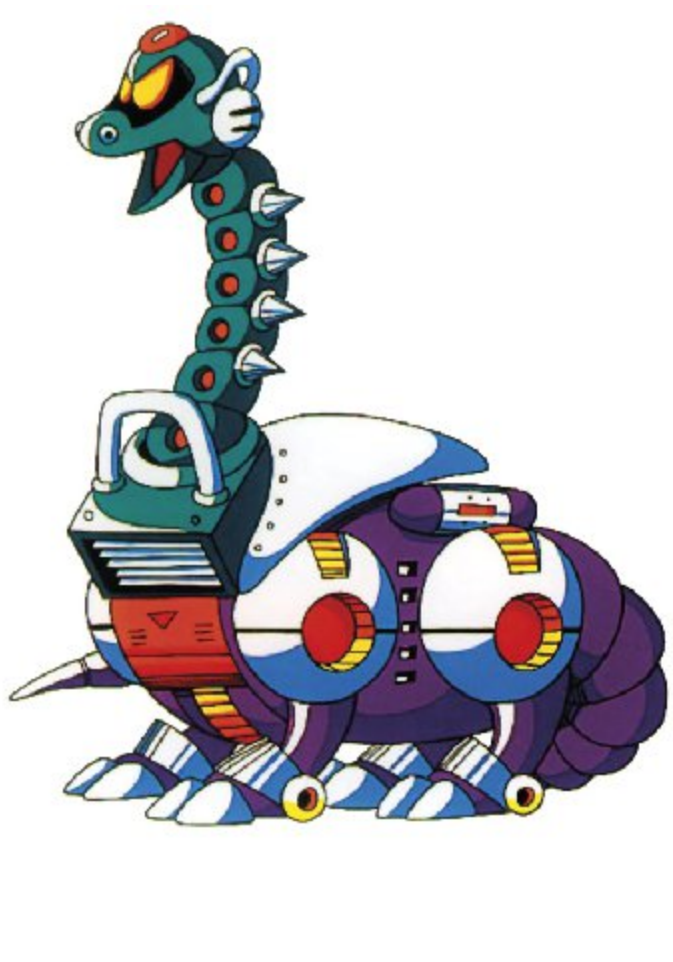
The Rounder II is an enhanced version of the Rounder enemy from Mega Man 5.

Rounder II

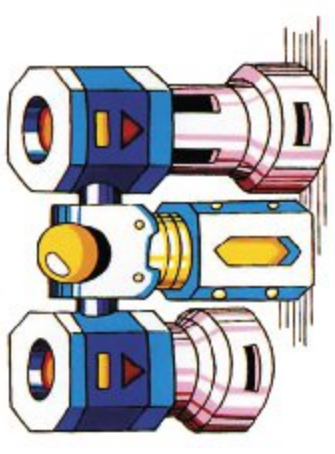
Tank-CS2



Mechazaurus

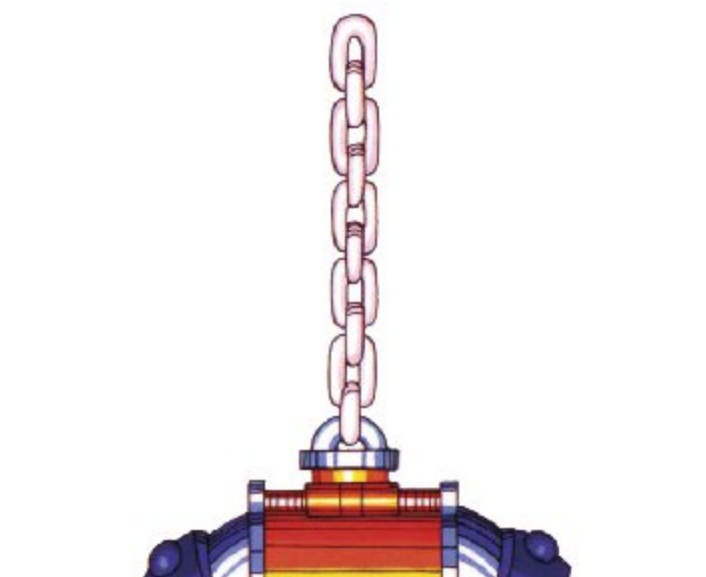


Power Piston



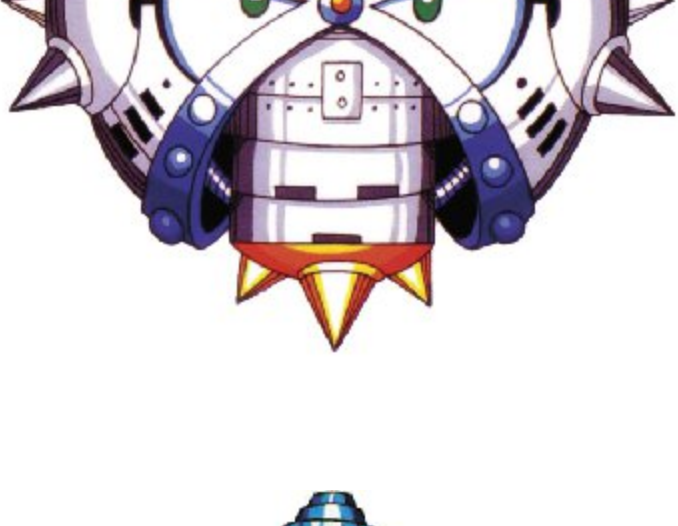
X Crusher

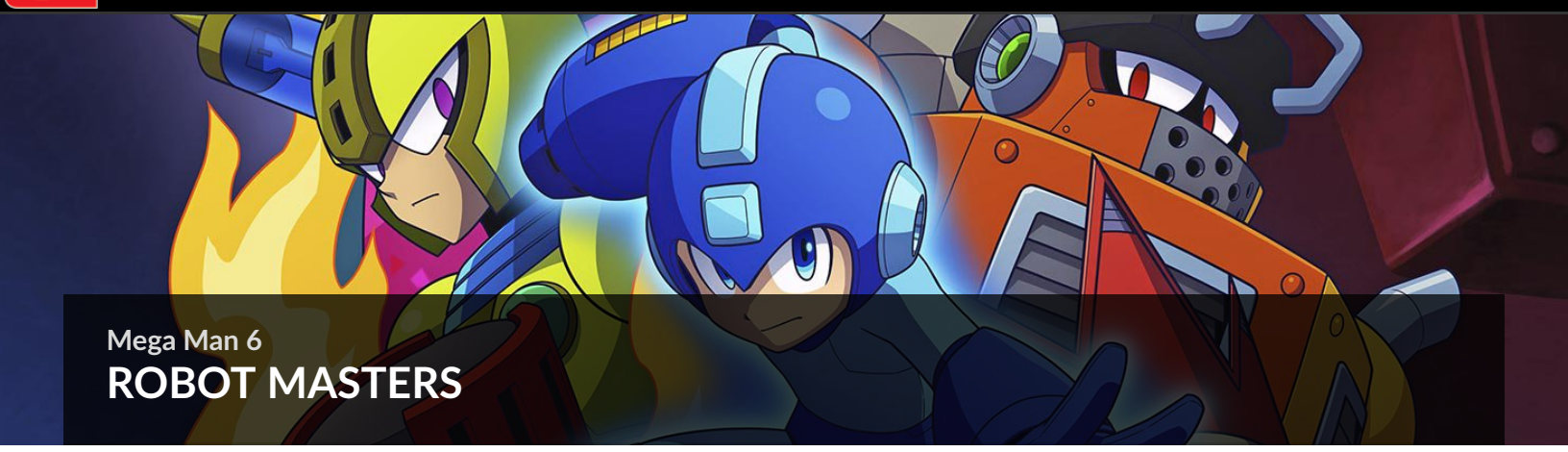
Wily Machine No. 6



Mega Man 5 and 6 are generally regarded as having a reduced difficulty. Wily's sixth Wily Machine is unique within the series, as both forms are vulnerable to damage from anywhere.

Metonger Z





Mega Man 6

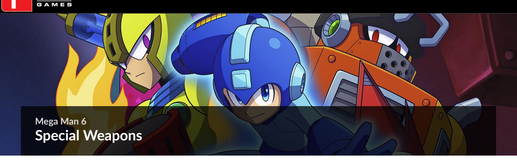
ROBOT MASTERS

Each Robot Master and stage is inspired by different time periods and countries (or in some cases, an amalgamation of multiple countries). Further embracing the global theme, Mega Man 6 marked the first instance where Capcom selected a Robot Master submission from a non-Japanese fan (from 200,000 total submissions). In fact, two winners from outside Japan were chosen: Knight Man's creator was from Canada, and Wind Man's designer hailed from the United States. Wind Man had originally been submitted for Mega Man 2 (which featured Air Man instead).

Knight Man's designer claimed he had never played Mega Man 6 or faced his own creation in-game, as all the video rental stores in his area had switched exclusively to Super NES titles at the time. For the North American cover art, Wind Man and Knight Man are the only two Robot Masters shown (the third robot is an enemy from Yamato Man's stage).

Mega Man 6 is the only Classic Mega Man game to display the stats of Robot Masters during their stage introduction. Mega Man X, Mega Man Battle Network, and Mega Man Star Force would each use a similar stat screen at some point.

Robot Master	Special Weapon	Weakness	Sprites
Blizzard Man	Blizzard Attack	Flame Blast	
Centaur Man	Centaur Flash	Knight Crusher	
Flame Man	Flame Blast	Wind Storm	
Knight Man	Knight Crusher	Yamato Spear	
Plant Man	Plant Barrier	Blizzard Attack	
Tomahawk Man	Silver Tomahawk	Plant Barrier	
Wind Man	Wind Storm	Centaur Flash	
Yamato Man	Yamato Spear	Silver Tomahawk	



Mega Man 6

Special Weapons

Centaur Flash

Plant Barrier

Blizzard Attack

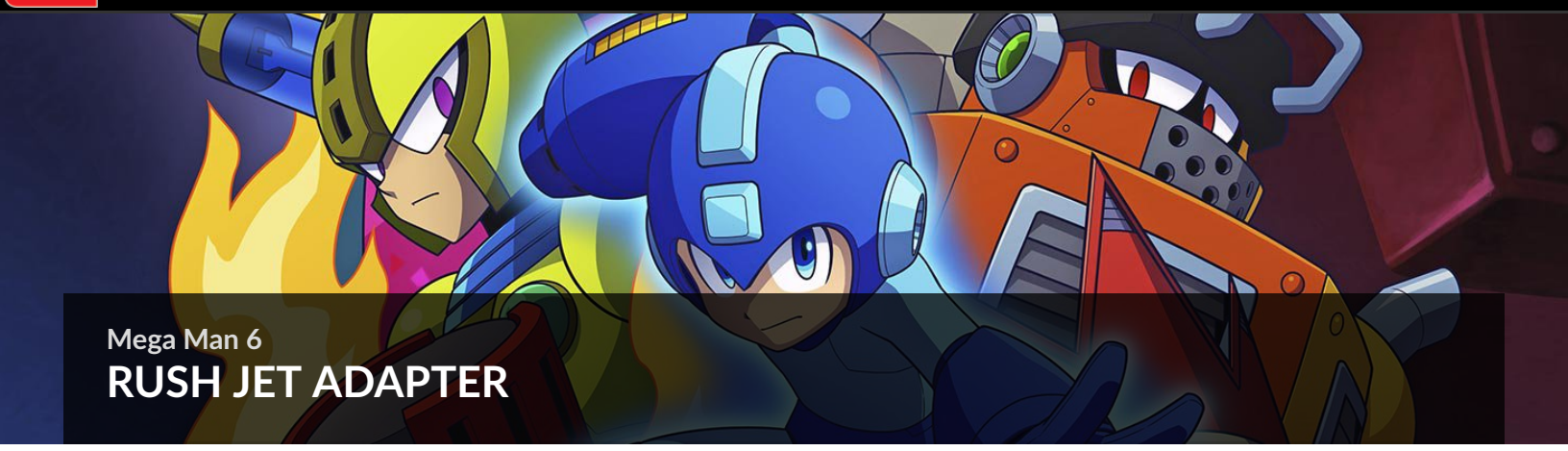
Yamato Spear

Wind Storm

Knight Crusher

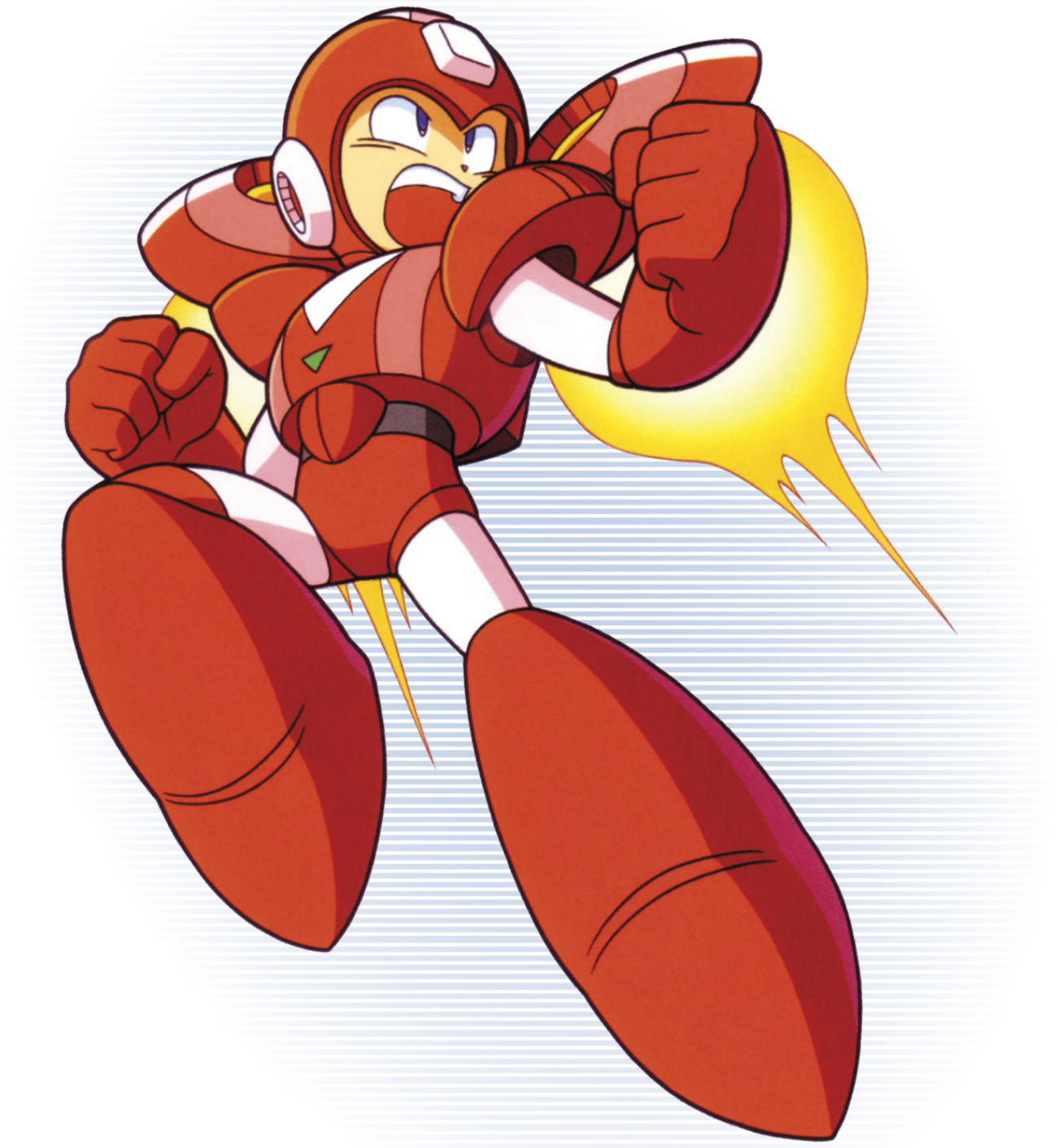
Flame Blast

Silver Tomahawk



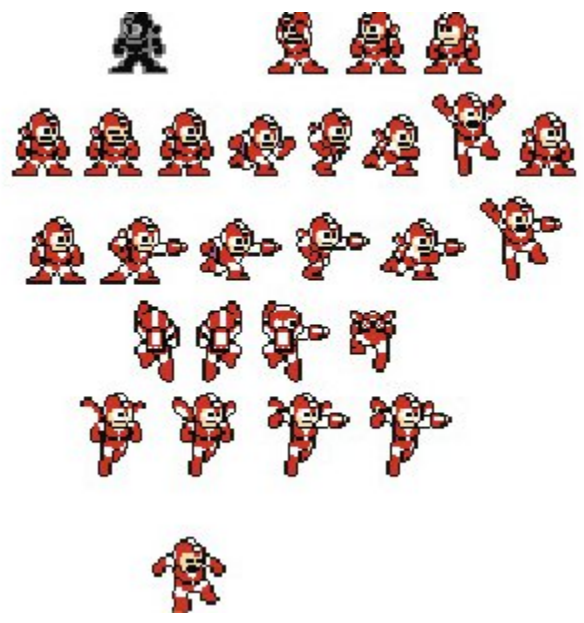
Mega Man 6

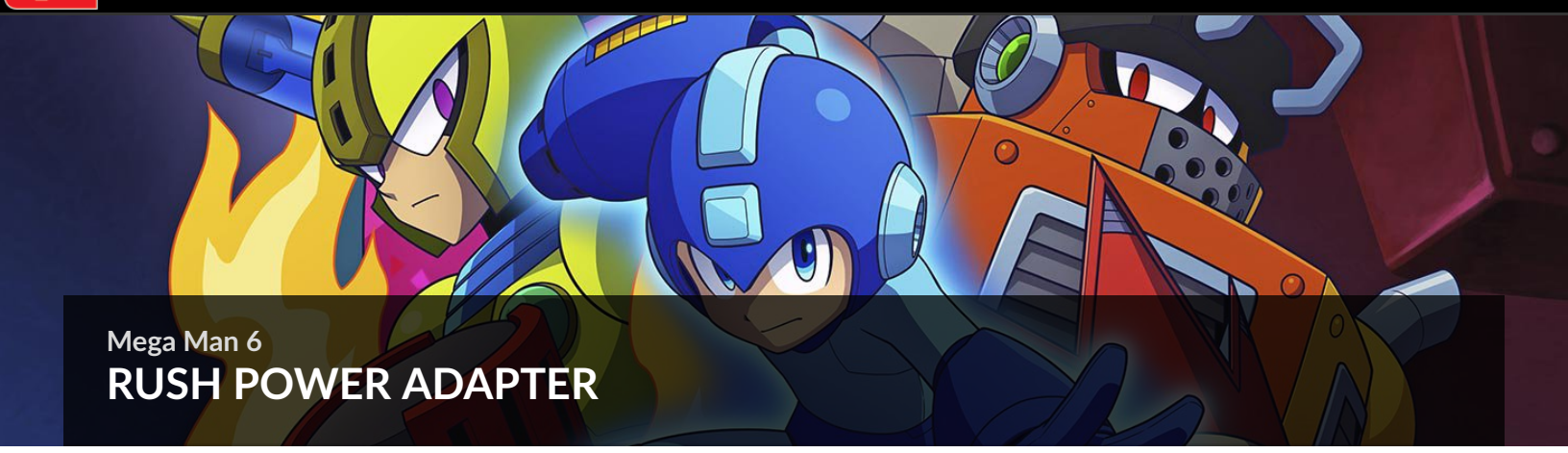
RUSH JET ADAPTER



For Mega Man 6, Rush's long-running signature transformations were replaced by two new "Adapter" abilities. For Rush Jet Adapter, Rush combines with Mega Man to form Jet Mega Man. In this form, Mega Man can fly for a limited time. Landing recharges the Jet's energy reserves.

Sprites

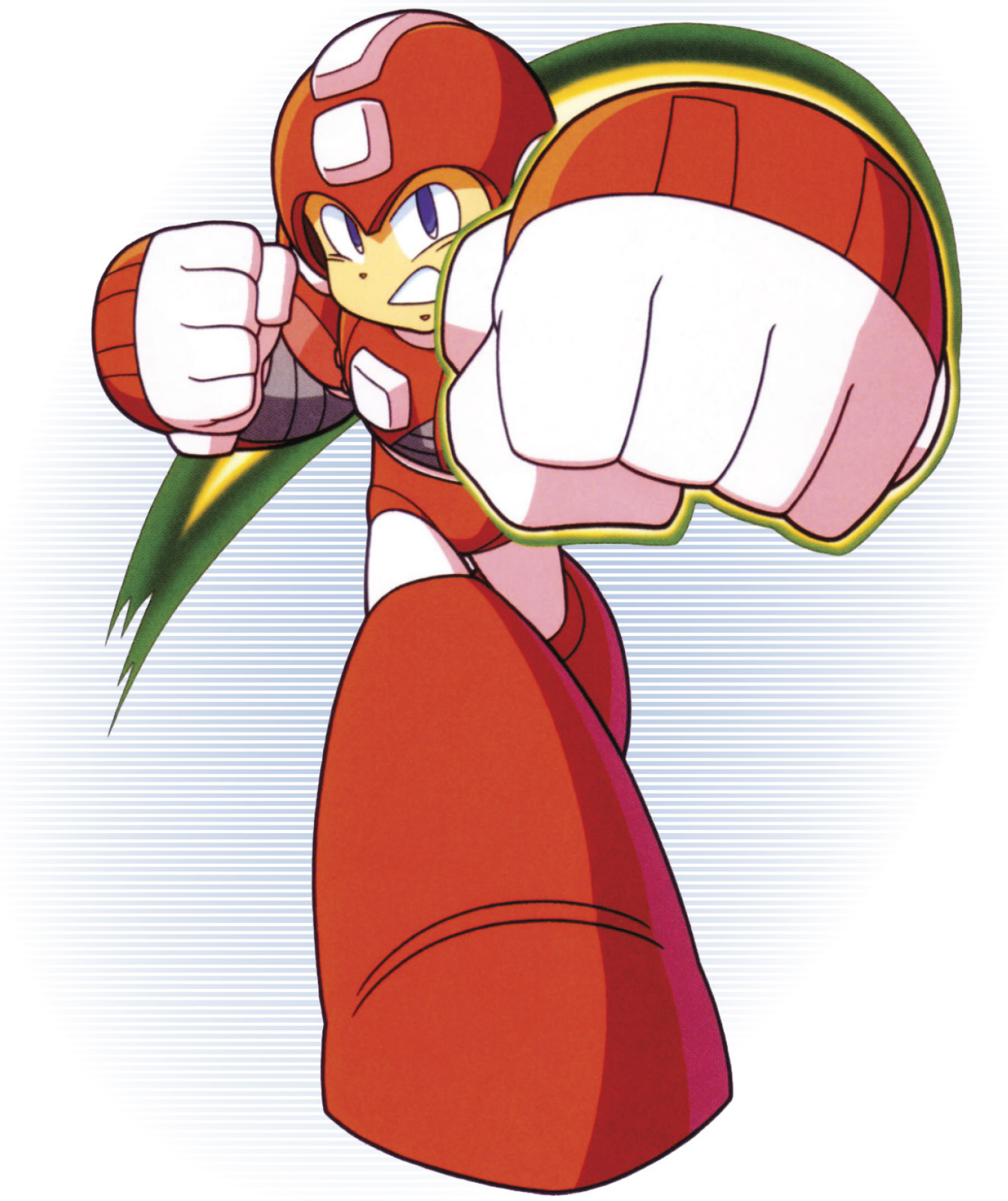




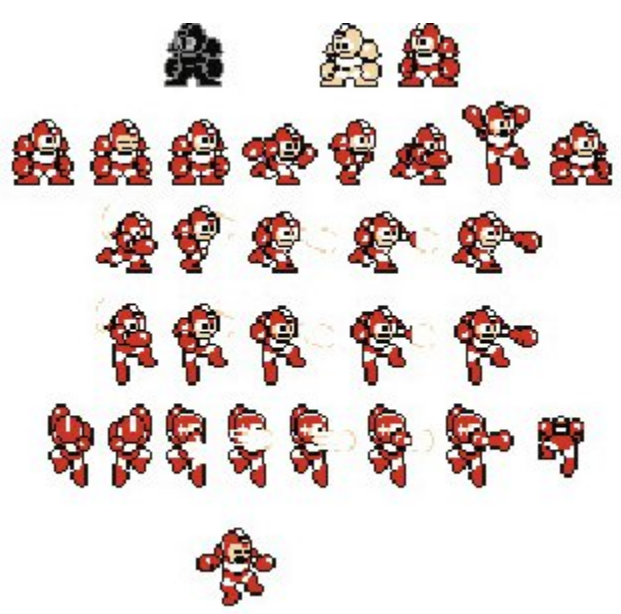
Mega Man 6

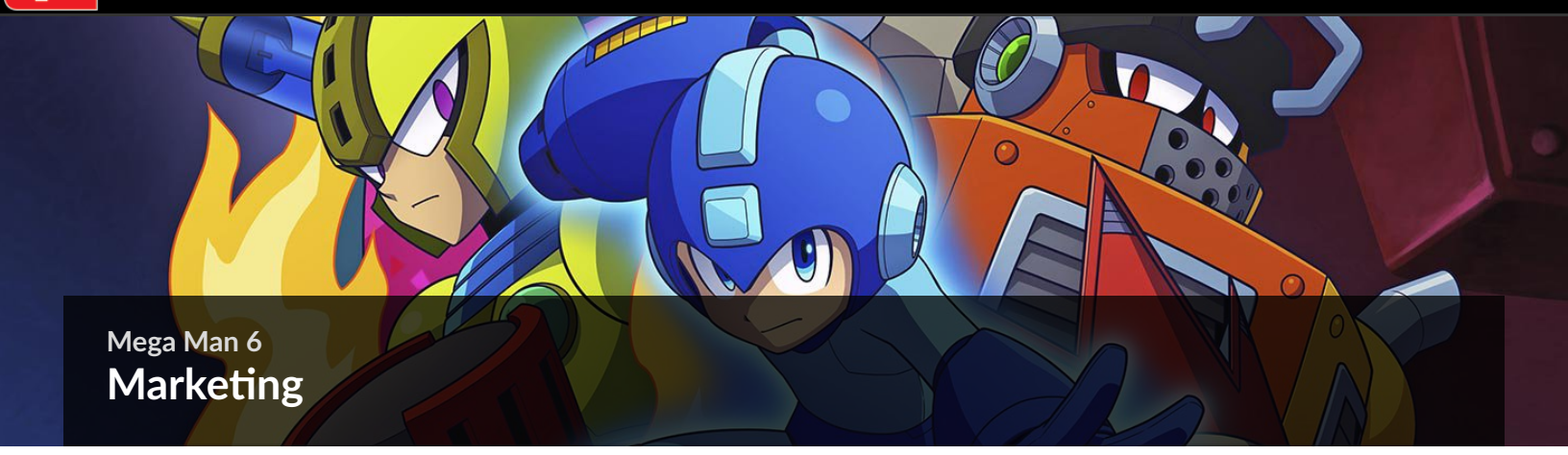
RUSH POWER ADAPTER

The Rush Power Adapter creates Power Mega Man, who trades the Mega Buster for potent punch attacks. The punches can be charged and send out short-range projectiles. Power Mega Man's punches open up all sorts of new gameplay possibilities, including penetrating shielded or otherwise invulnerable enemies, as well as interacting with blocks in select stages. Due to a bug, the partially charged punch deals more damage than a fully charged punch.



Sprites





Mega Man 6
Marketing

Cover promotion

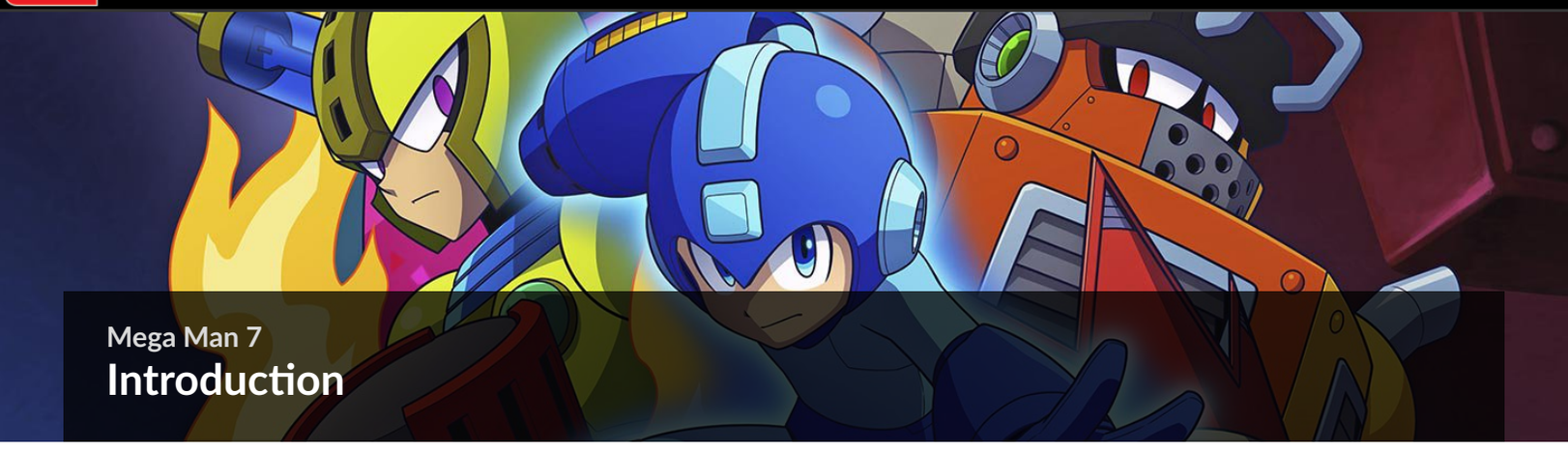
Nintendo Power ad.

MEGA MAN NEEDS YOUR HELP!

Have you ever wondered who conjures up and designs video game characters? For example, in Mega Man IV, what demented person thought up Dust Man? Sorry to burst your bubble, but it wasn't Dr. Wily! Recently, in Japan, a contest was held in which game players could submit their ideas for characters, weapons and bosses for the upcoming Mega Man V. Capcom would like to have the same type of input from game players in the U.S. and Canada. Here's the deal: send us your best ideas for Mega Man characters and we'll pass them along to Capcom. In addition, we'll feature the best ideas on our pages here. Please send names, abilities and drawings of your characters. Artistic talent is not a requirement. Just think, YOU could be the person responsible for creating the ultimate challenge for Mega Man! Send your ideas to:

Brainstormin' for Mega Man
P.O. Box 97033
Redmond, WA 98073-9733

Nintendo Power ad



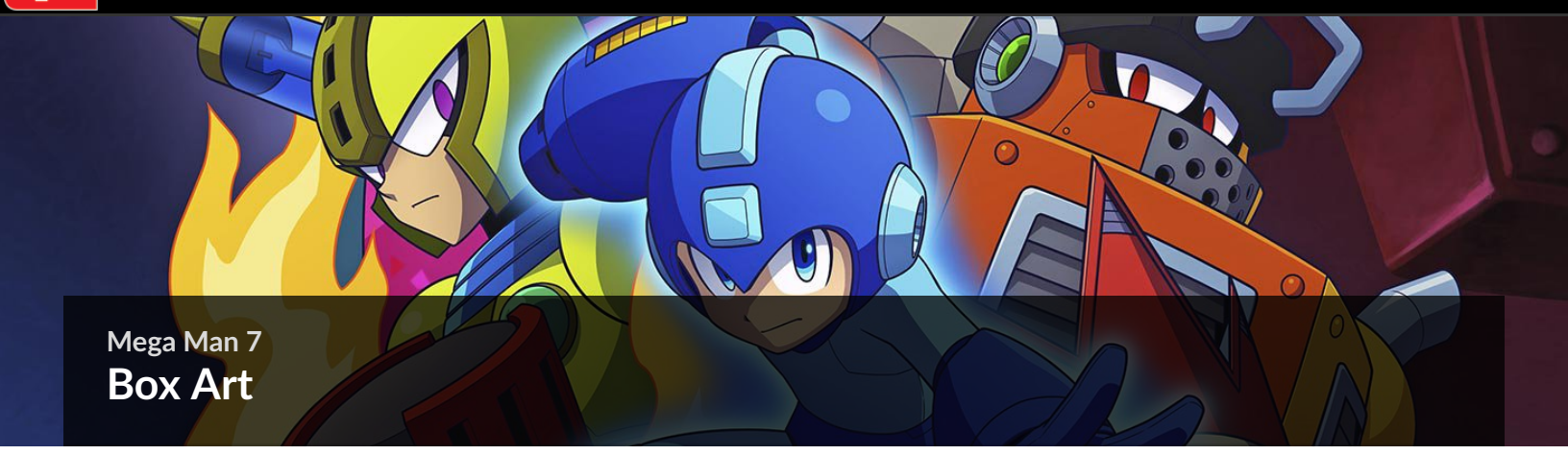
Mega Man 7

Introduction

“In the year AD 20XX, the world cheered Mega Man when at long last he captured and imprisoned Dr. Wily. But...Dr. Wily always knew his schemes might end in failure and had planned for just such an occasion. Four robots had been hidden away and after six months without being contacted by Dr. Wily, they activate and begin searching for their master...”

Mega Man 7 was the second Classic Mega Man title to be released for the Super NES following 1994’s Mega Man Soccer. Despite the jump to new hardware, the game was developed in just three months—roughly the same amount of time Mega Man 2 was created in.

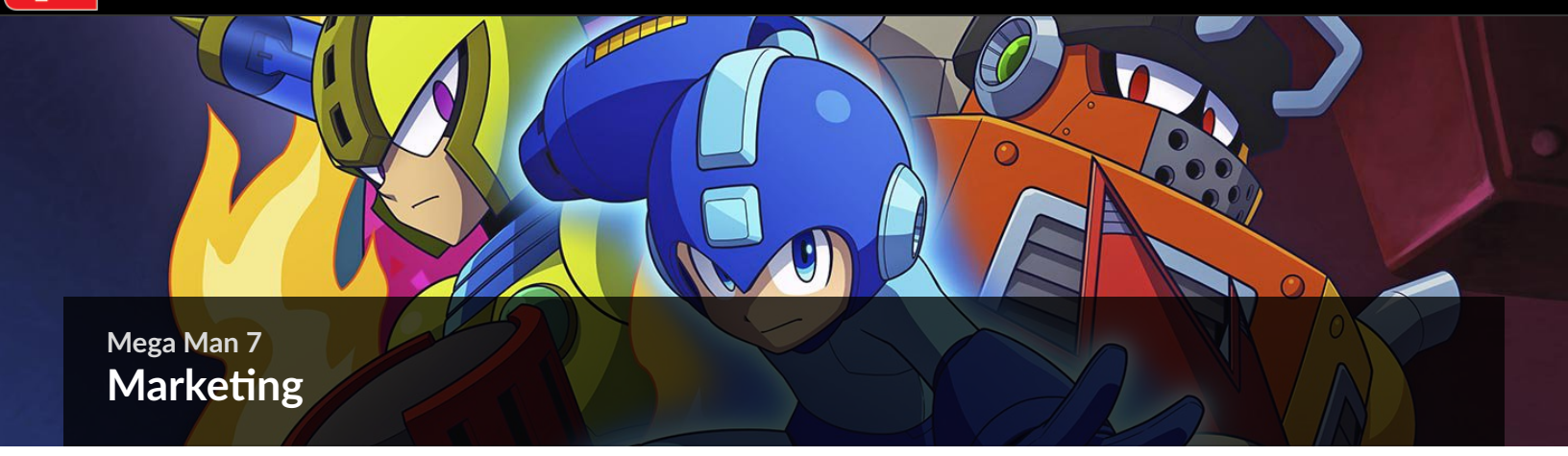
The game’s Japanese title, Rockman 7: Showdown of Destiny!, hints at the controversial climax, whereupon Mega Man realizes Dr. Wily will never stop and begins charging the Mega Buster with the intent to kill the evil scientist. This shows that Mega Man has the capacity for autonomous thought, and it violates the Three Laws of Robotics stating robots can never hurt humans. Dr. Wily points this out to Mega Man, and Mega Man says that he is more than a robot. In the Japanese version, Mega Man does not reply. Either way, it’s long enough for Bass to rescue Dr. Wily. Due to the myriad of implications, these events have long since been a key topic of discussion among the Mega fandom.



Mega Man 7
Box Art

Rockman 7: March 24, 1995

Mega Man 7: September 1, 1995



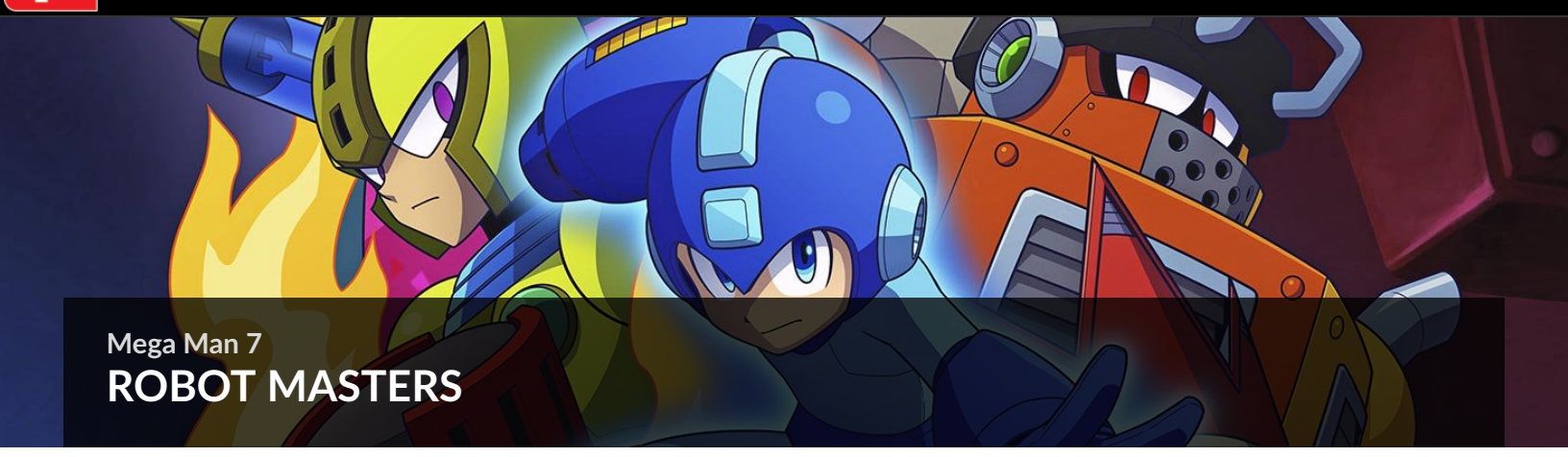
Mega Man 7

Marketing

Nintendo Power Ad

Rockman 7 Manga Vol. 1–3

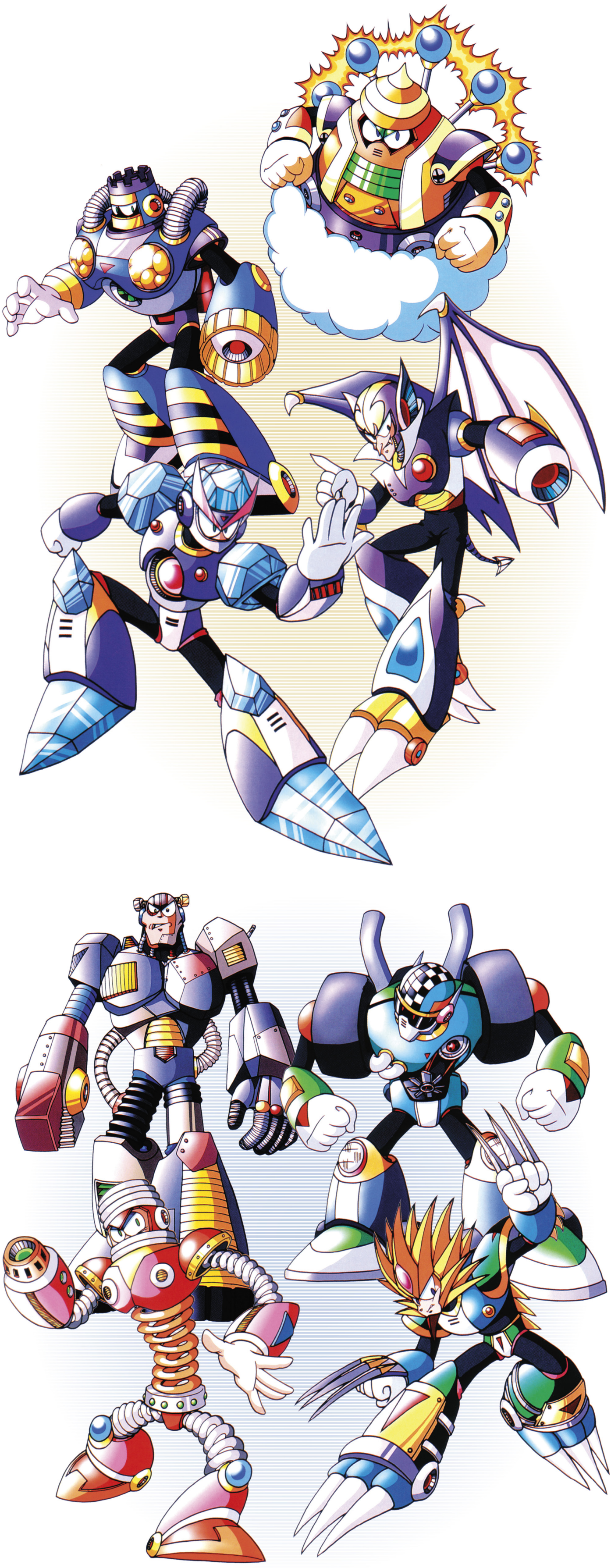
Official OST



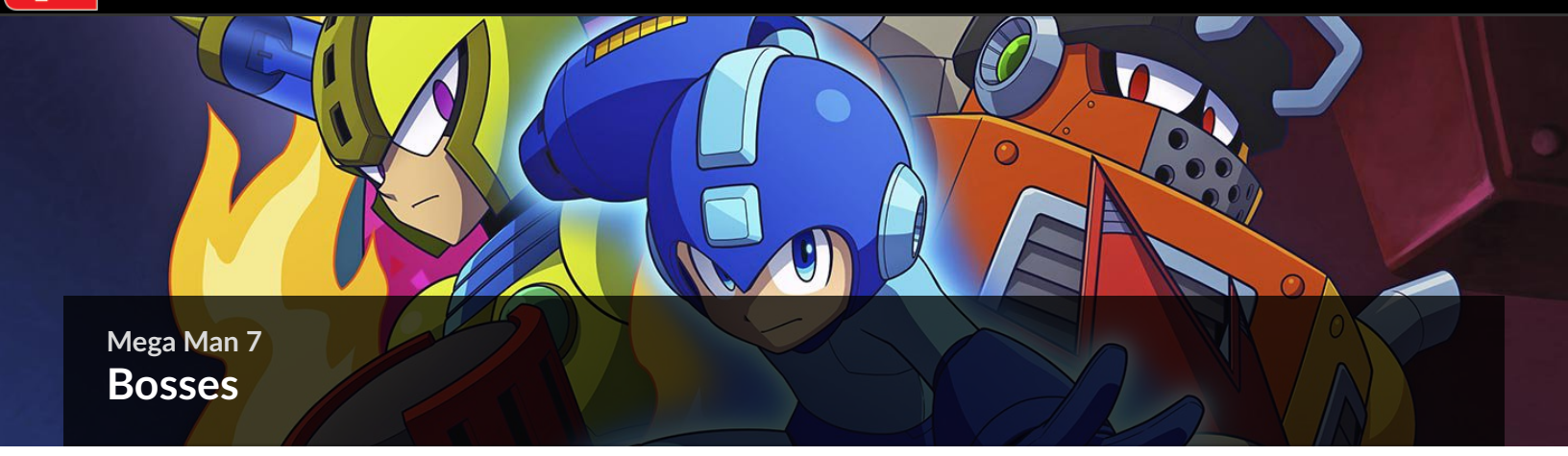
Mega Man 7

ROBOT MASTERS

Over 220,000 Robot Masters submissions were sent in. Mega Man 7 features two shield-type Special Weapons (Junk Shield and Scorch Wheel), as well as two chargeable weapons (Wild Coil and Noise Crush), both being firsts for the series.



Robot Master	Special Weapon	Weakness	Sprites
Freeze Man	Freeze Cracker	Junk Shield/Scorch Wheel	
Junk Man	Junk Shield	Thunder Bolt	
Burst Man	Danger Wrap	Scorch Wheel/Freeze Cracker	
Cloud Man	Thunder Bolt	Danger Wrap	
Spring Man	Wild Coil	Slash Claw	
Slash Man	Slash Claw	Scorch Wheel/Freeze Cracker	
Shade Man	Noise Crush	Wild Coil	
Turbo Man	Scorch Wheel	Noise Crush	



Mega Man 7

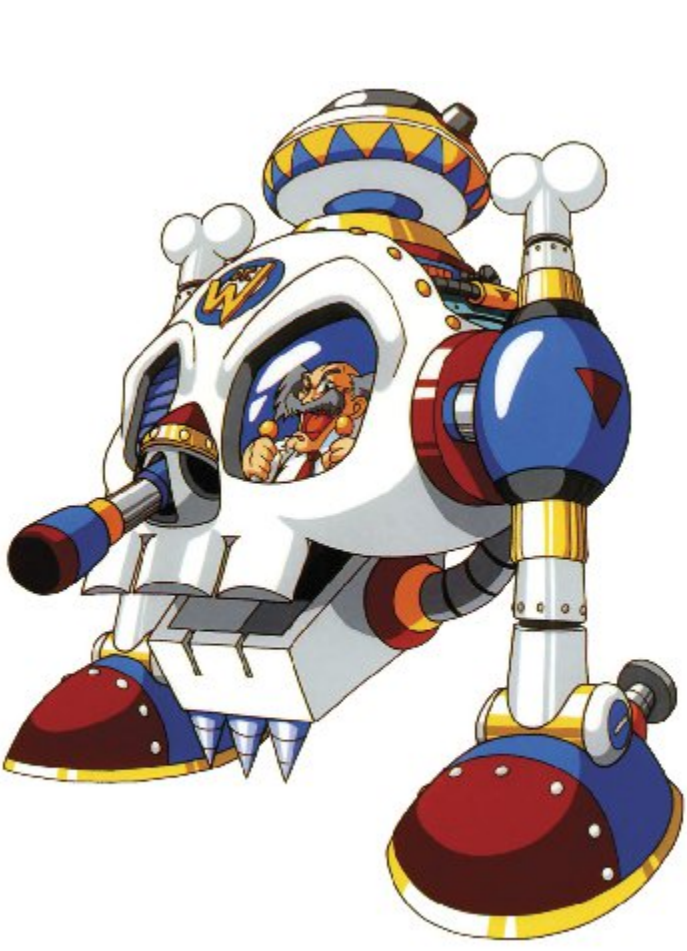
Bosses

Guts Man G

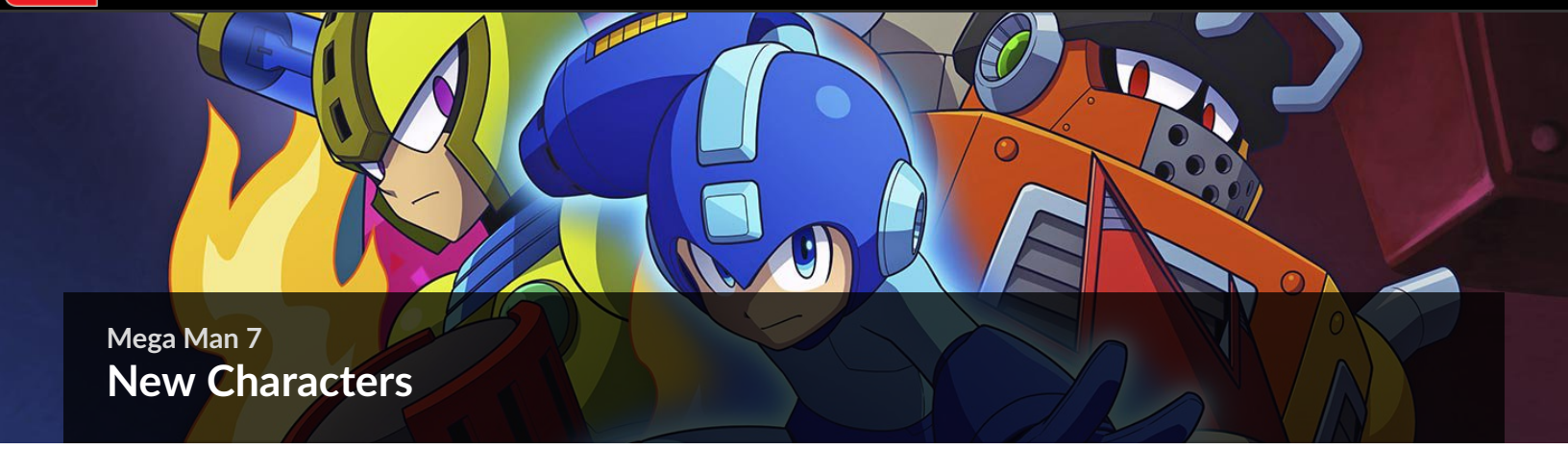
Gamerizer

HannyaNED

Wily Machine No. 7



Wily Capsule

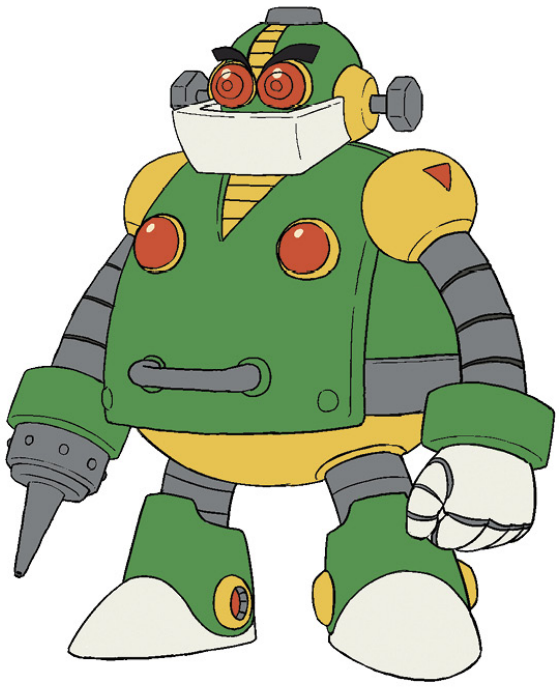


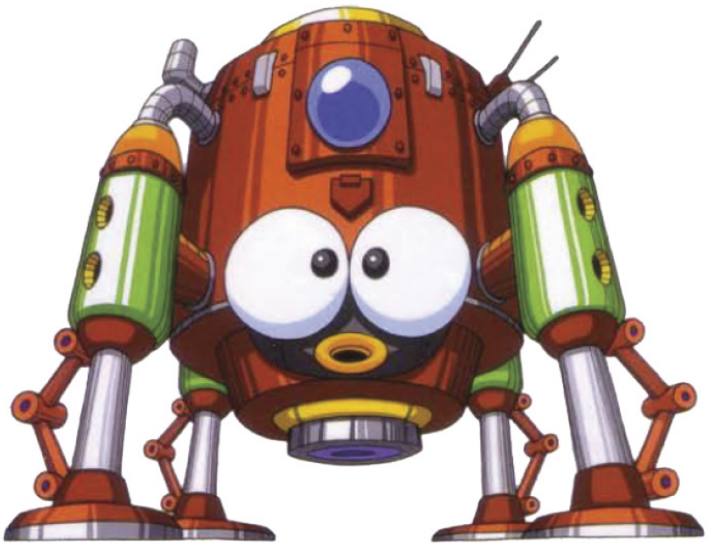
Mega Man 7
New Characters

Bass and Treble

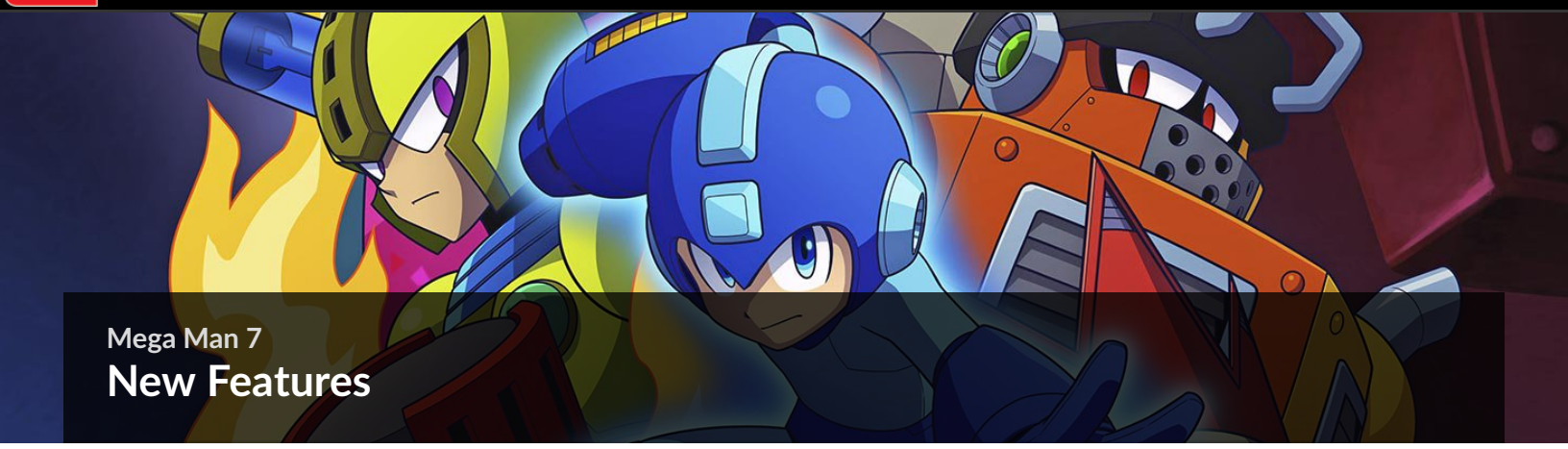
Mirroring Mega Man and Rush, Bass and his robotic wolf companion, Treble, were created by Dr. Wily. Like Mega Man and Rush, Bass and Treble can combine to become Super Bass. Similar to Proto Man, Bass's alliances and motives would eventually become somewhat blurred.

Auto





Auto is Dr. Light's assistant who runs Eddie's Cybernetic Support Shop, where Mega Man can trade Screws for items and upgrades.



Mega Man 7

New Features

Super Mega Man

Building on the Rush Adapter features from Mega Man 6, the Super Adapter combines the capabilities of both the Rush Power Adapter and Rush Jet Adapter to create Super Mega Man, enabling the Rocket Buster and Booster Jump skills.

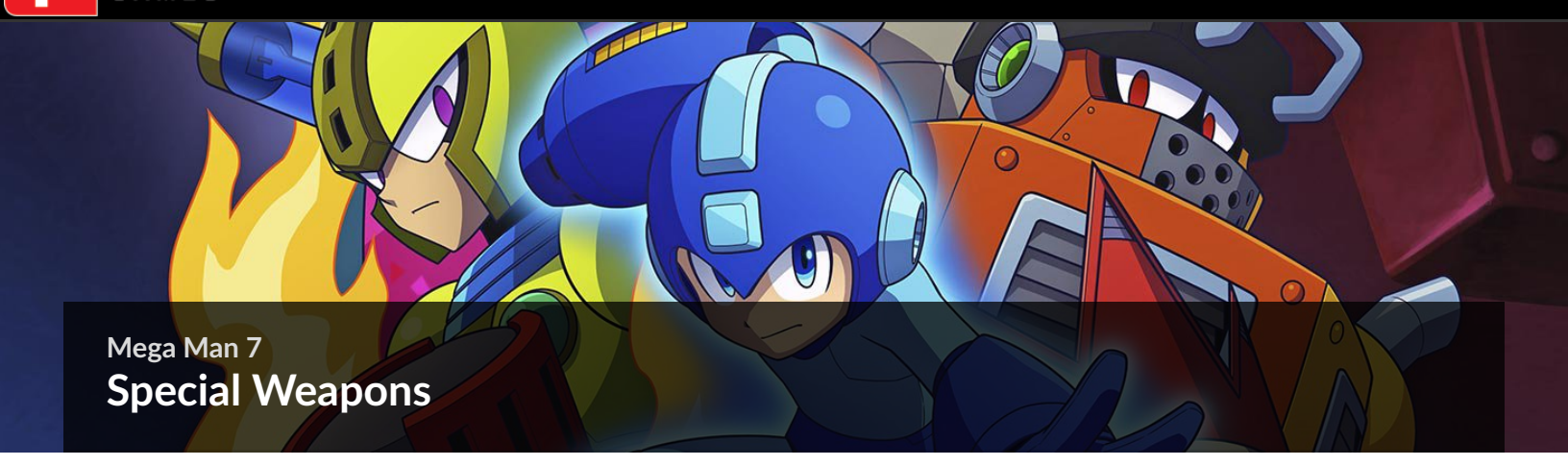
Versus Mode

To further foster a rivalry between Mega Man and Bass, Mega Man 7 included a hidden two-player fighting mode that pit the two robots against each other.

Mega Man 7 is the first Classic Mega Man game to feature an opening stage, which had been popularized by the Mega Man X series.

Tip

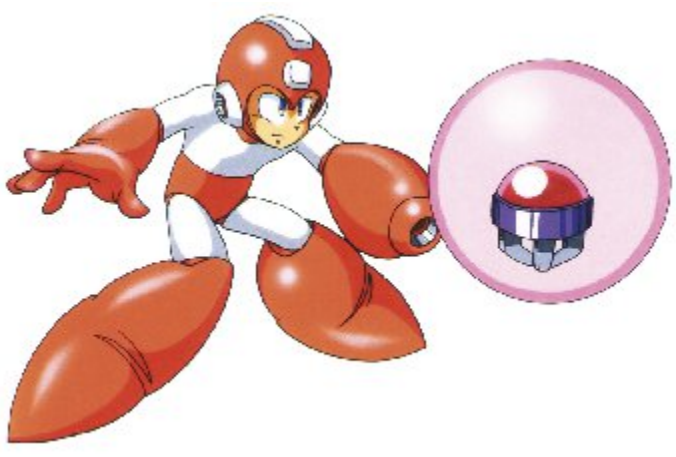
Mega Man 7's opening theme references the ending theme of Mega Man 6, similar to the way Mega Man 2's opening referenced its predecessor.



Mega Man 7

Special Weapons

Danger Wrap



Freeze Cracker

Noise Crush

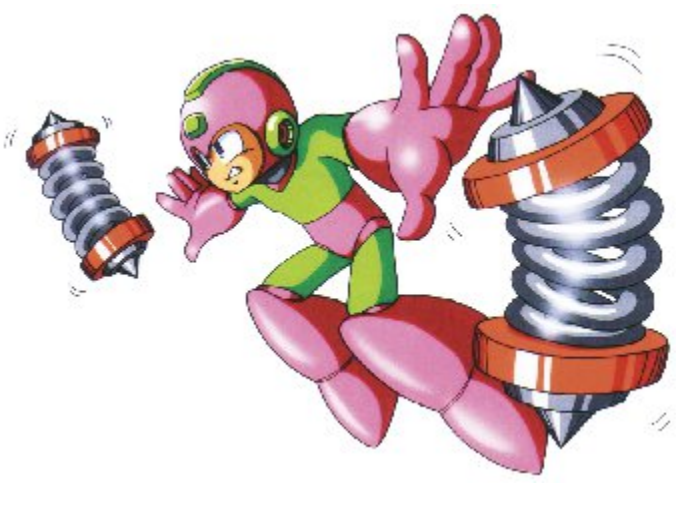
Slash Claw

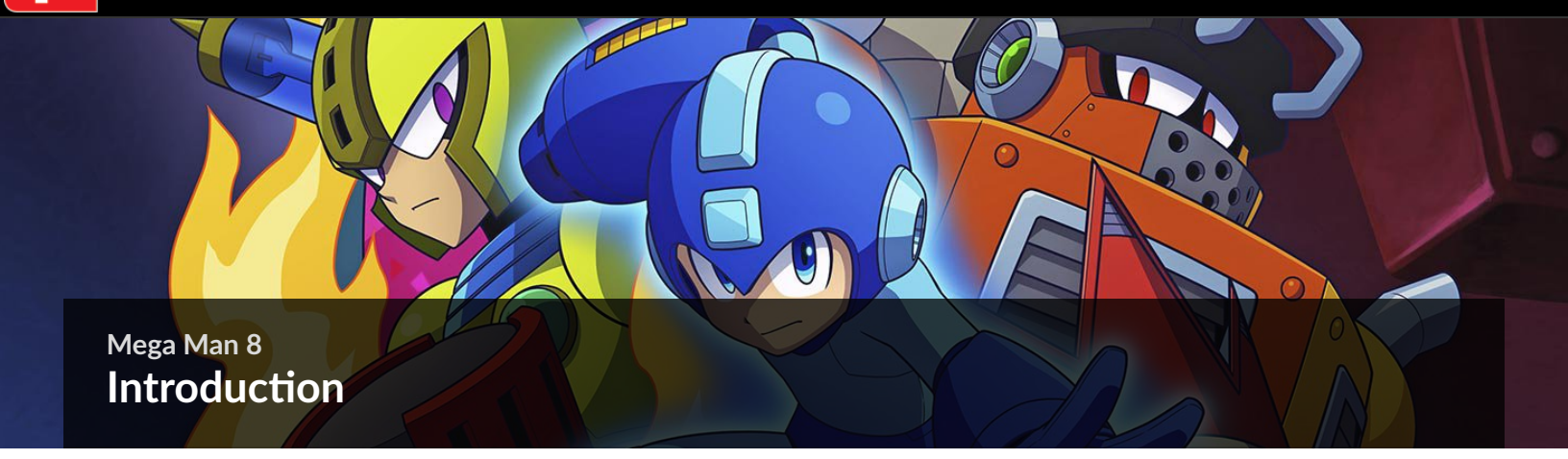
Thunder Bolt

Scorch Wheel

Junk Shield

Wild Coil





Mega Man 8
Introduction

Dr. Light sped to his controls to react to the sudden alarms. Lights flashed and electronic sounds blared. He scanned the meters and checked the print-outs for any clues to what had just happened. Then the computers centered on the disruption in the radar and brought it onscreen.

“Mega Man, come in! You must investigate the disturbance immediately. Come in, Mega Man!”

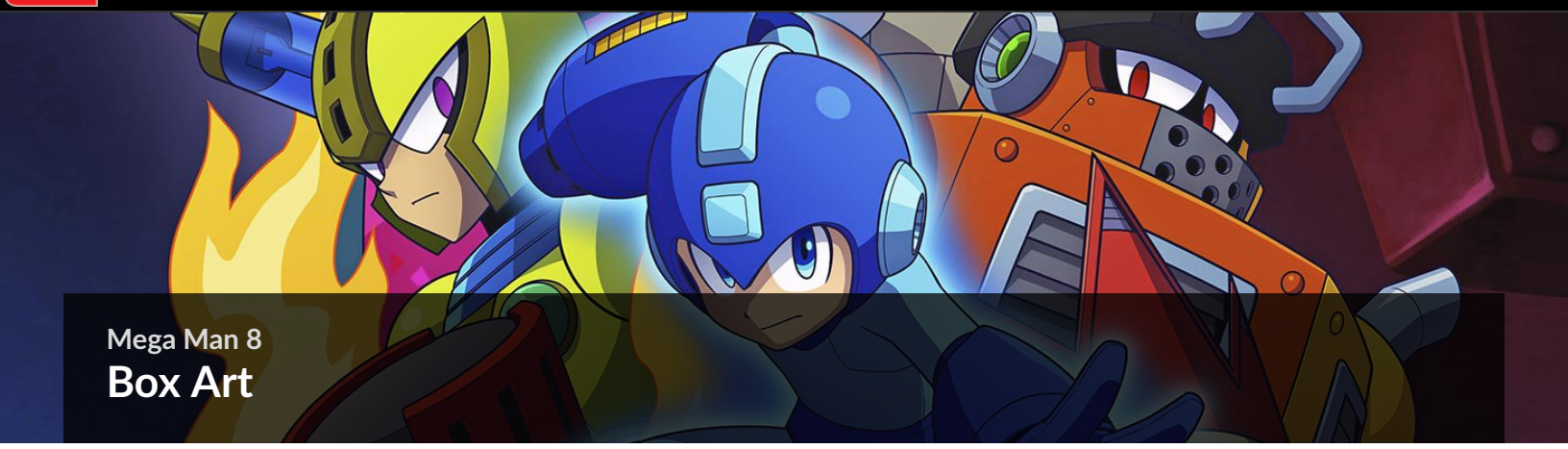
A hologram displaying the gentle face of the Titanium Titan gradually materialized, and Dr. Light breathed a sigh of relief. Mega Man was already in the vicinity.

“Yes, Dr. Light. I have the readings. From the looks of it that comet was not an accident. I detect a high concentration of metal [alloy] in that fireball. I bet Dr. Wily is behind this.”

“If not, he at least knows about it and is nearby. It crashed onto that desert island. If Wily’s there, don’t let him get away. And be careful, Mega Man. Remember what happened the last time!”

Mega Man 8 was released for the Sony PlayStation and Sega Saturn in 1997, marking the 10th anniversary of the series. Titled Rockman 8: Metal Heroes, the plot centers around two warring extraterrestrial robots who have fallen to Earth, both badly damaged. Dr. Wily uses the “Evil Energy” to power his own Robot Masters, and Mega Man sets out to stop Wily once again.

Mega Man 8 is the only numbered Classic title to be released on a Sega console and is the only one to not be released on a Nintendo platform.



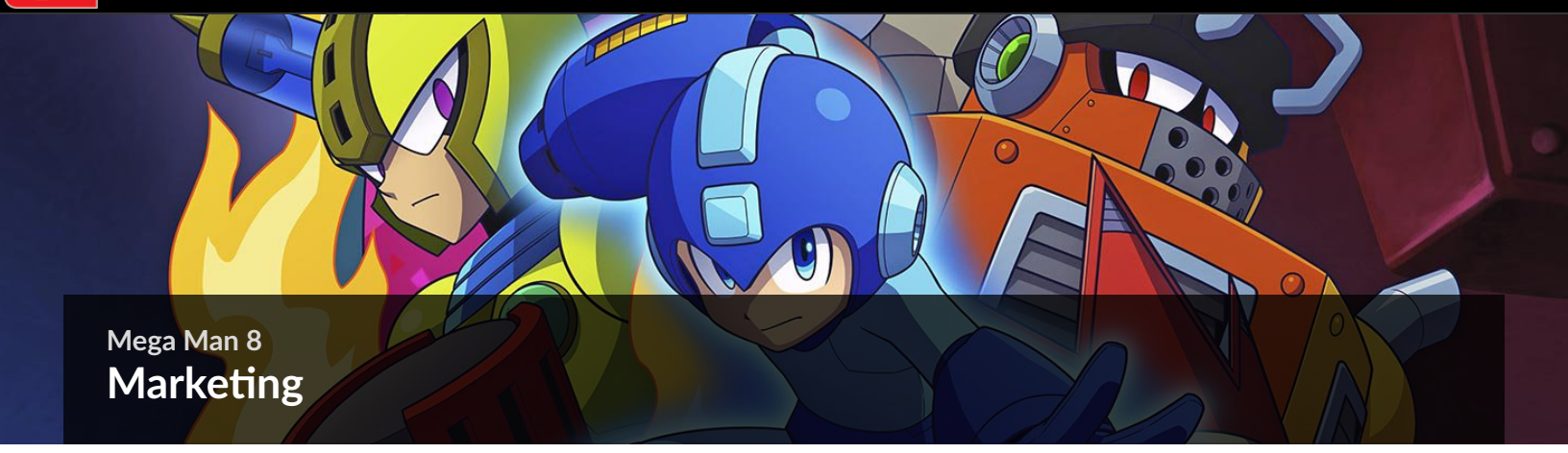
Mega Man 8

Box Art

Rockman 8: December 17, 1996

Mega Man 8: January, 1997 (NA)

Mega Man 8: 1997 (EU)



Mega Man 8

Marketing

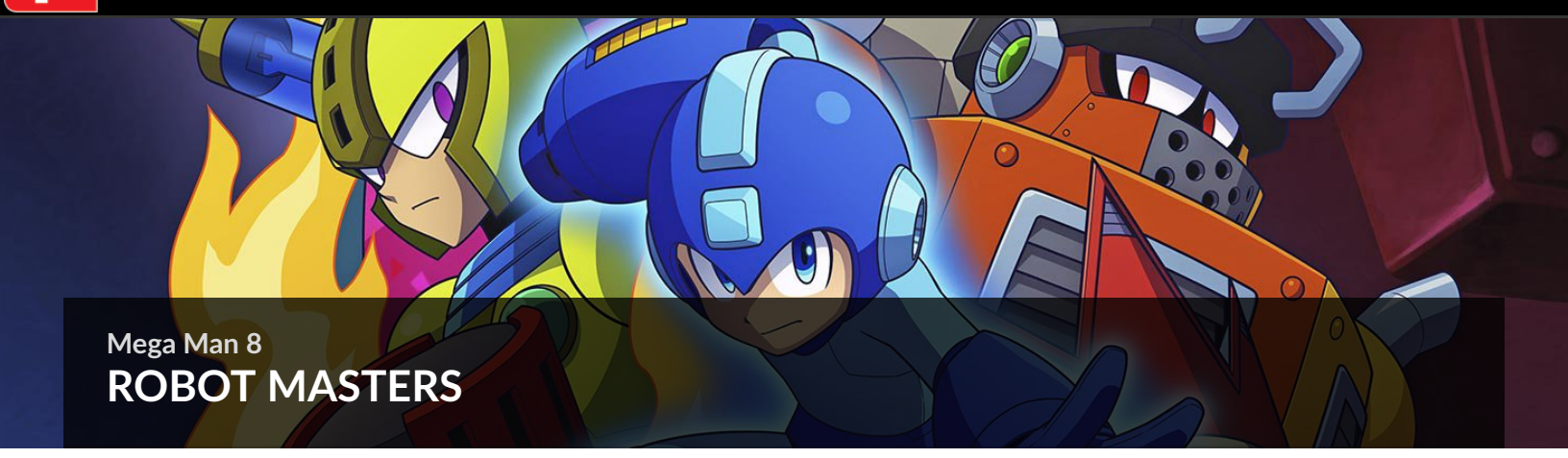
Magazine ad

Rockman 8 Manhua (Chinese comic)

Official OST

Tip

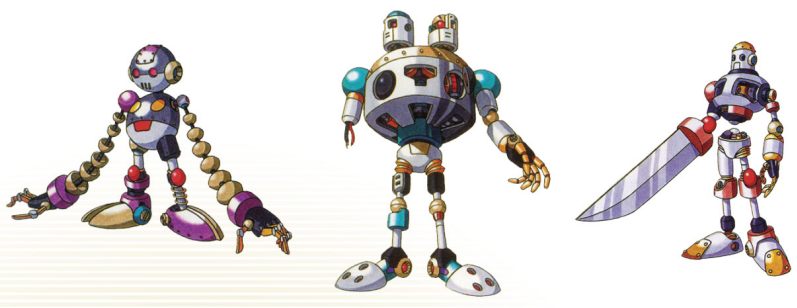
The Sega Saturn version includes enhanced or entirely original music for certain stages, as well as a music player and voice sampler.

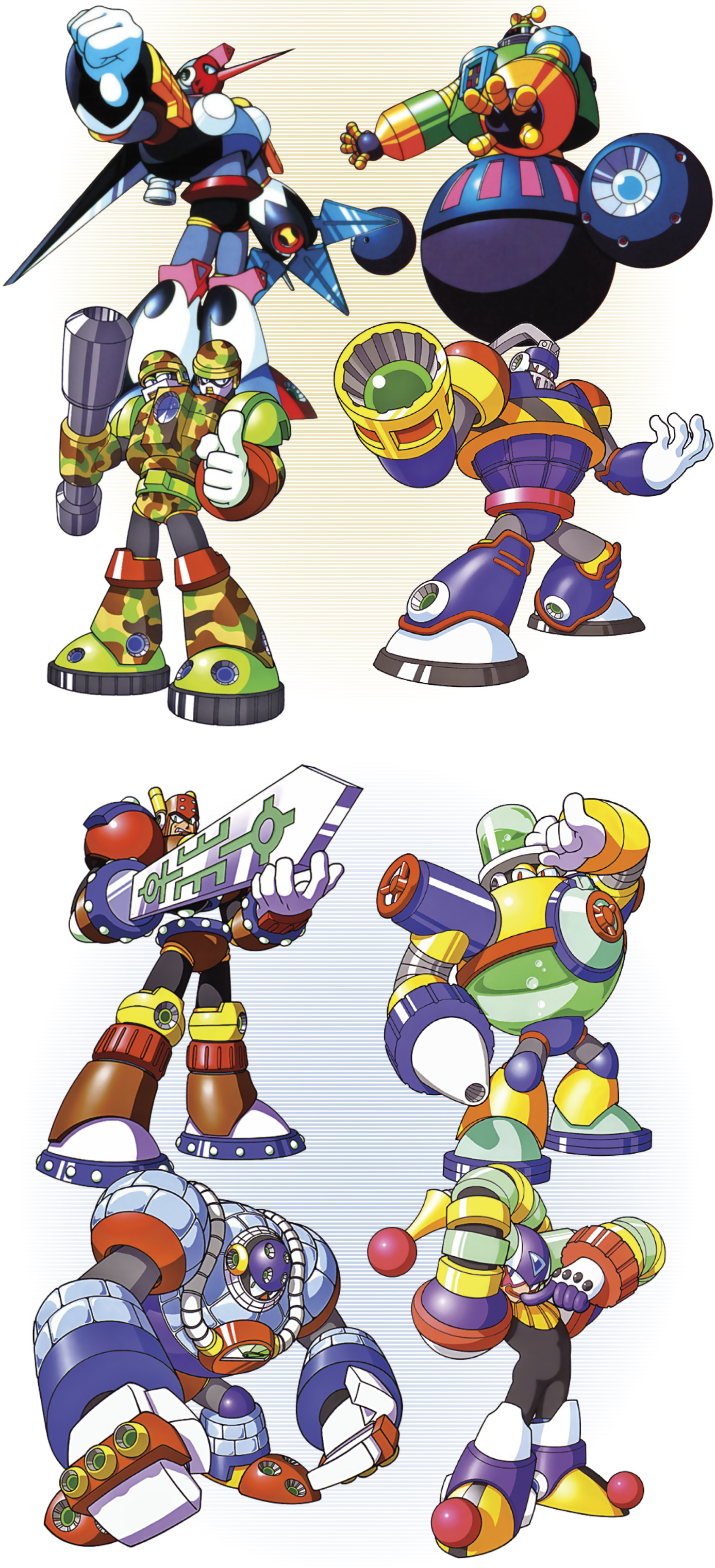


Mega Man 8

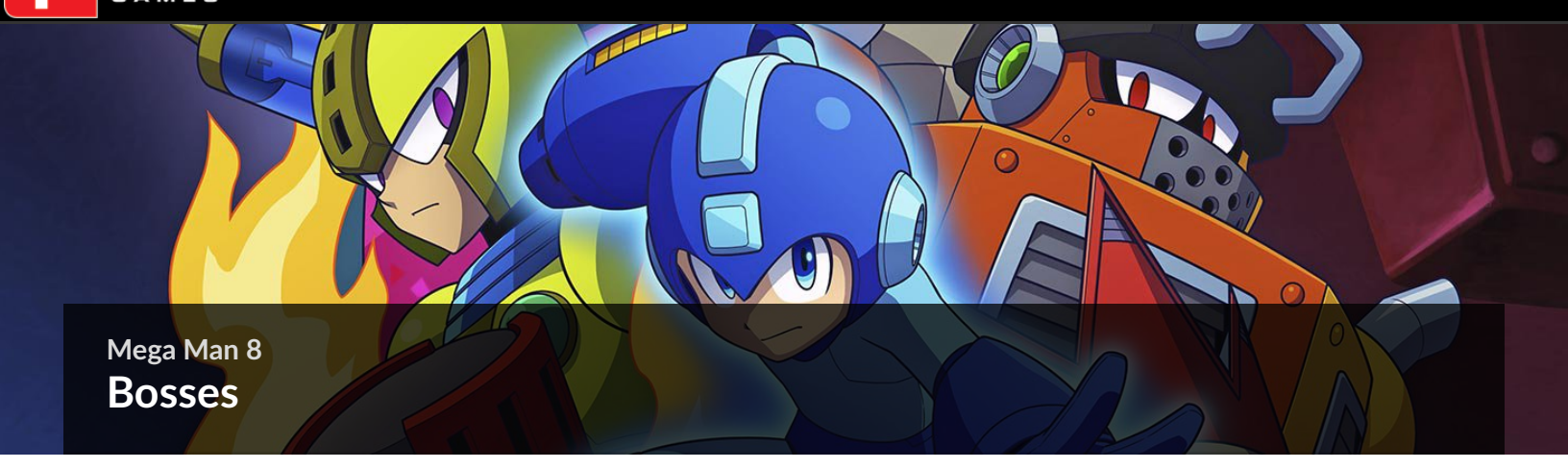
ROBOT MASTERS

About 110,000 Robot Master submissions were submitted for Mega Man 8—exactly half the number sent in for the previous game. Three templates (Sword Man, aka Katana Robot; Clown Man; and Search Man) were provided to fans to aid with their own designs. Some of the unused Robot Master concepts are shown during the ending credits.





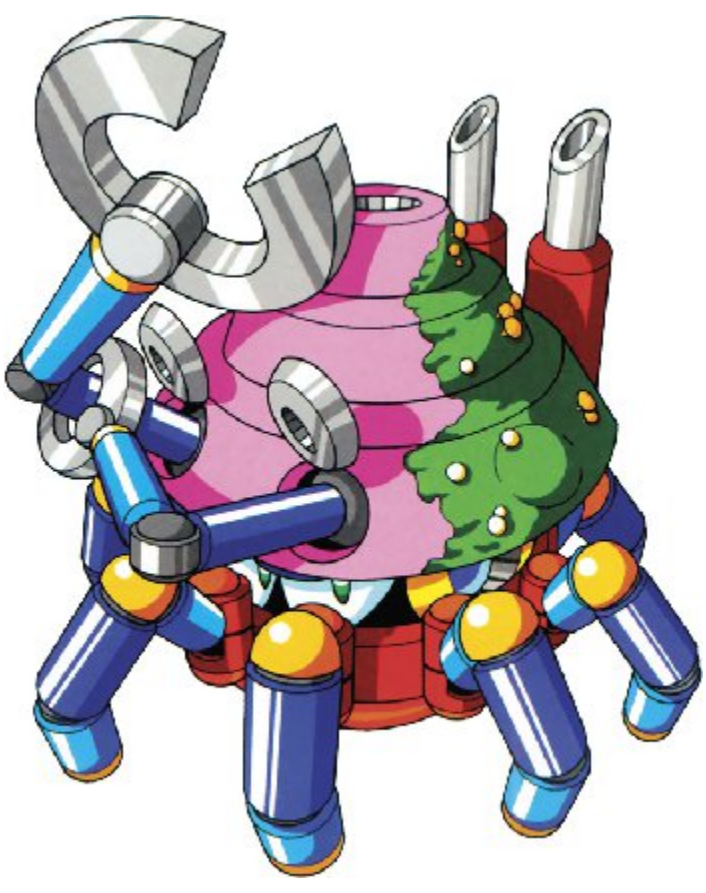
Robot Master	Special Weapon	Weakness
Tengu Man	Tornado Hold	Ice Wave
Astro Man	Astro Crush	Homing Sniper
Sword Man	Flame Sword	Water Balloon
Clown Man	Thunder Claw	Tornado Hold
Search Man	Homing Sniper	Flame Sword
Frost Man	Ice Wave	Flash Bomb
Grenade Man	Flash Bomb	Thunder Claw
Aqua Man	Water Balloon	Astro Crush



Mega Man 8

Bosses

Yadokargo

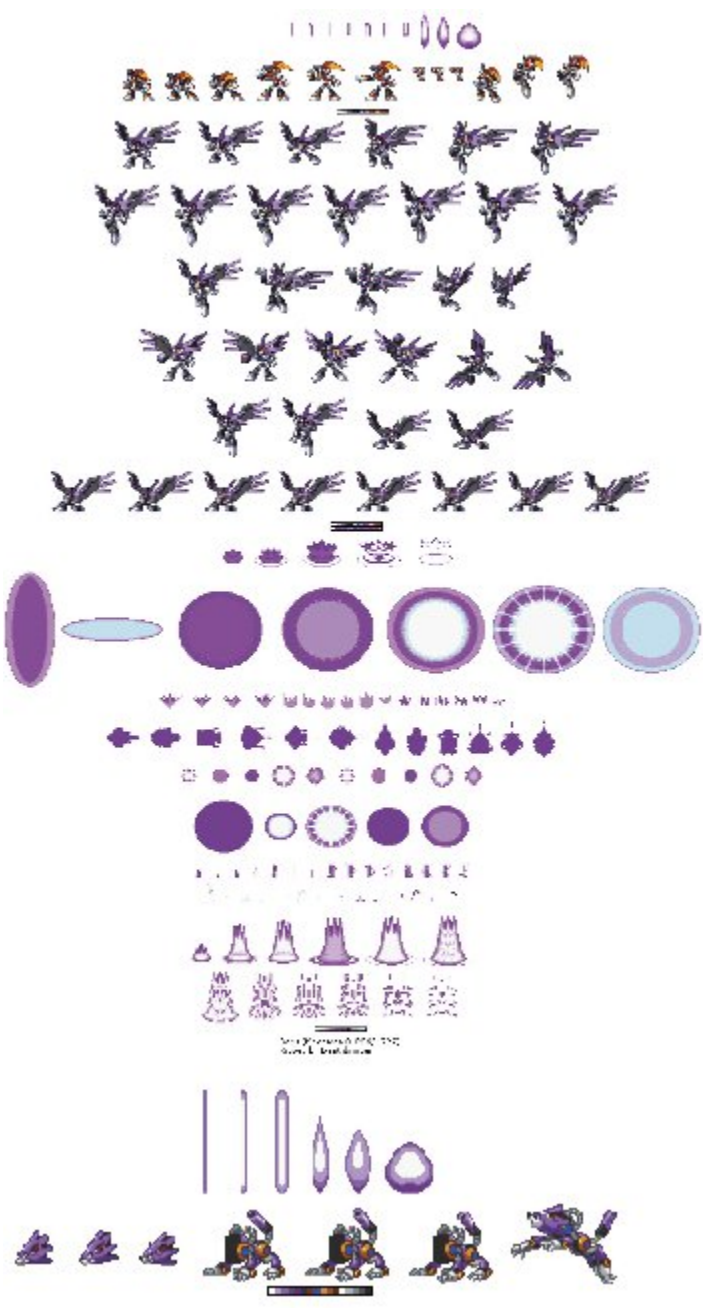


Tip

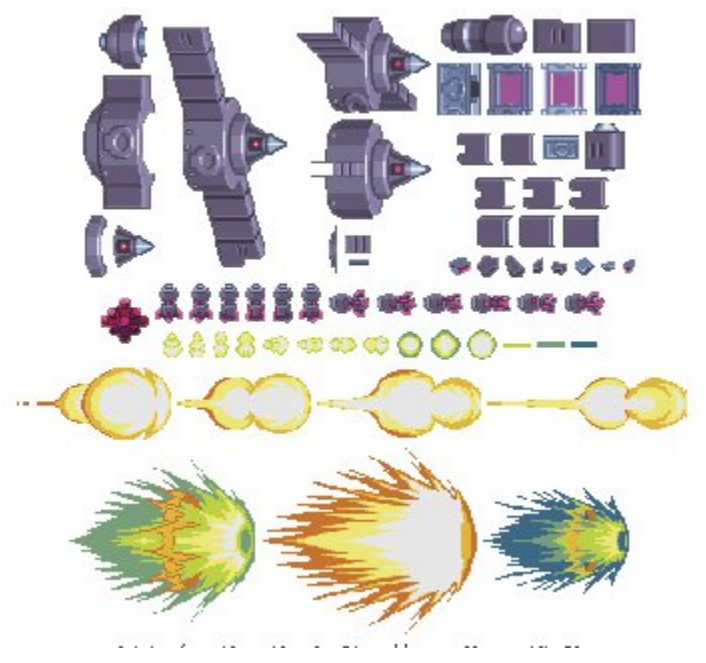
Like many CD-based games of the late 1990s, Mega Man 8 featured animated full-motion video (FMV) cutscenes.

Atetemino Sprites

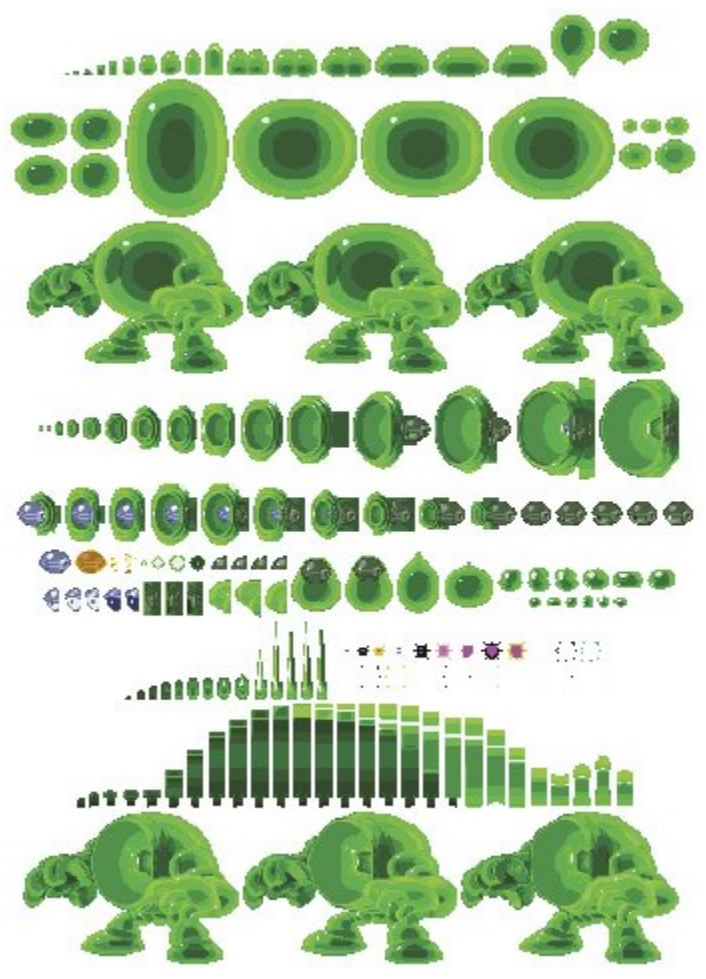
Bass and Treble Sprites



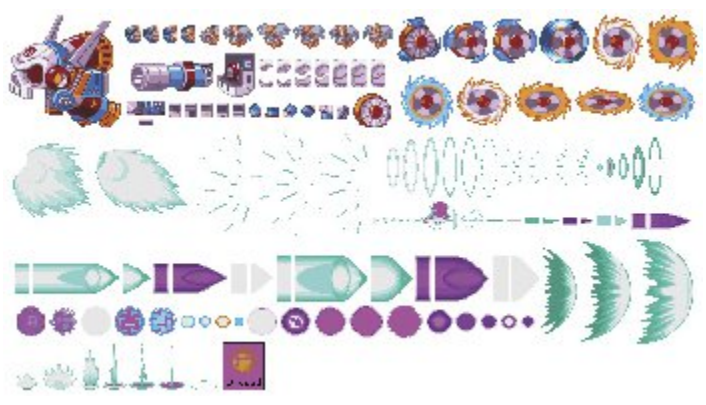
Bliking Sprites



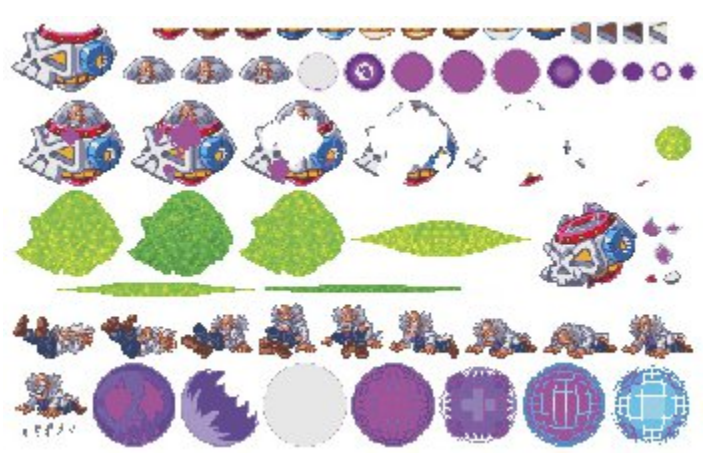
Green Devil Sprites



Wily Machine No. 8 Sprites



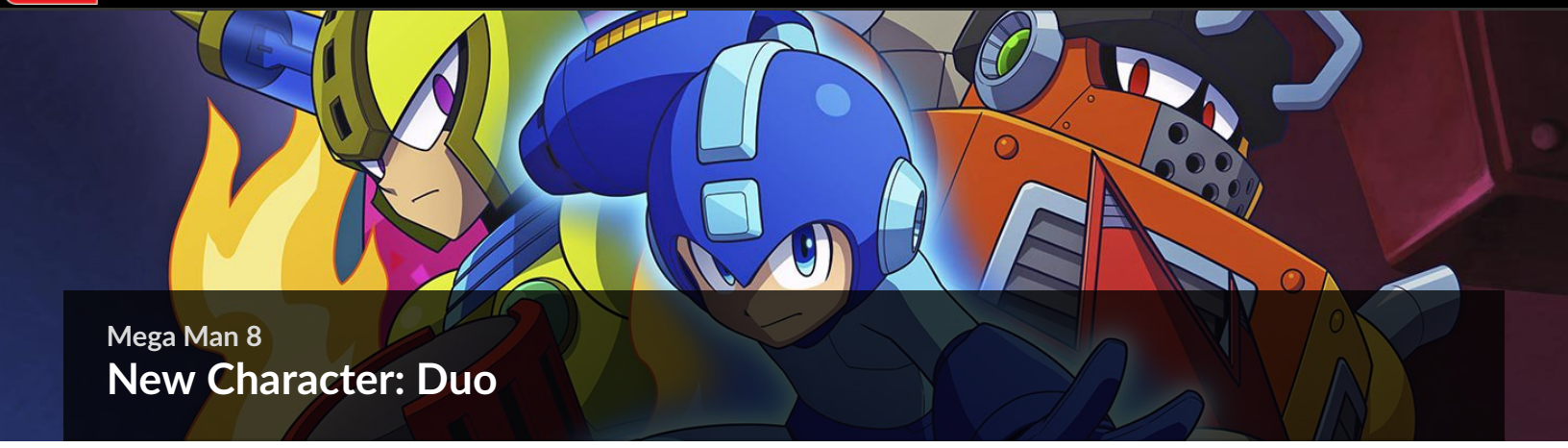
Wily Capsule Sprites



Tip

Exclusive to the Sega Saturn version, players could battle Cut Man and Wood Man from Mega Man 1 and 2, respectively.

In Mega Man 8, Capcom's recurring Easter egg—the Yashichi—makes one of its rare Mega Man game appearances as a random item dropped by Rush. Of the main Classic series titles, it has also appeared in Mega Man, Mega Man 10, and Mega Man 11.



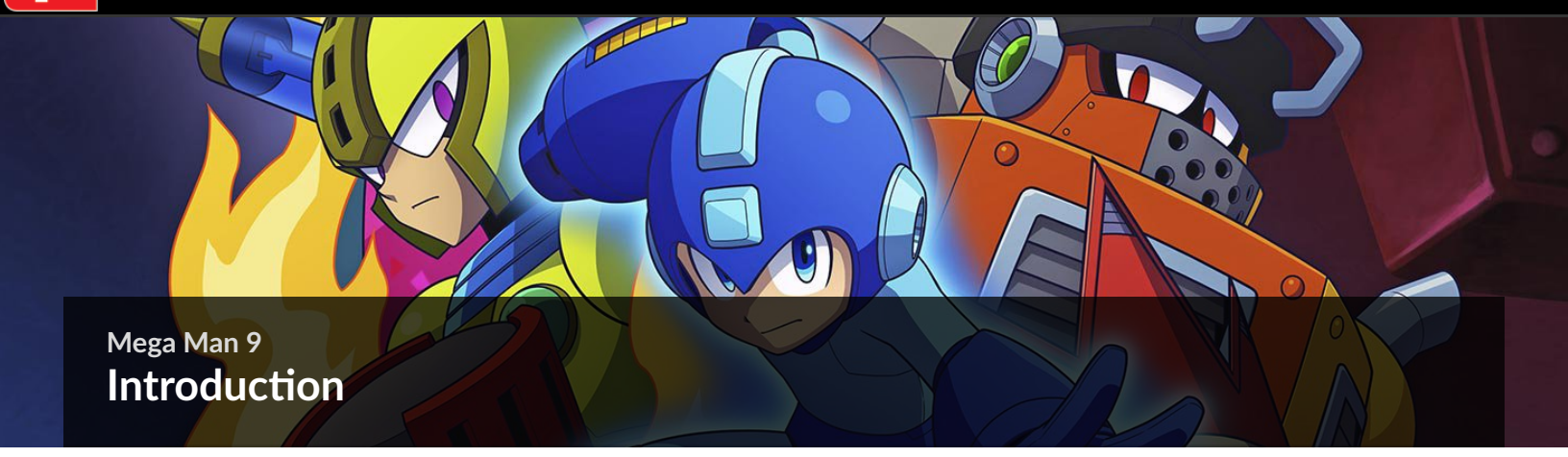
Mega Man 8

New Character: Duo

Duo is one of the two entities to fall from space at the beginning of the game. He is a virtuous space police robot committed to destroying the Evil Energy. Dr. Light repairs Duo so that he can help Mega Man complete their common objective.

Tip

Duo's first appearance was in Mega Man 2: The Power Fighters, which technically follows the events of Mega Man 8 despite being released prior to it.



Mega Man 9
Introduction

Ladies and Gentlemen, this is not my doing! These robots are Dr. Light's creations.

It is the year 20XX, and the world breathes a collective sigh of relief now that Mega Man has once again put an end to Dr. Wily's plans for world domination.

But then...Robots start going wild all over the world! Could this be Dr. Wily up to his old tricks!?

Mega Man: "Dr. Light! It's your robots!"

Dr. Light: "You're right, those are the robots I created!"

Dr. Wily: "Ladies and gentlemen, this is not my doing! These robots are Dr. Light's creations. This proves he's had evil designs on the world all this time!"

[Playing a recorded video]

Dr. Light: "It's time I turned my efforts to world domination. Why don't you join me, Dr. Wily!"

Dr. Wily: "I can't join you. I've changed my evil ways. You need to stop this nonsense!"

[Recording ends]

Dr. Wily: "I, Dr. Wily, have created my own robots to stop Dr. Light. But only your donations can help me complete them. Once my robots are finished, they will save the world!"

Roll: "We got another! The phone is ringing off the hook!"

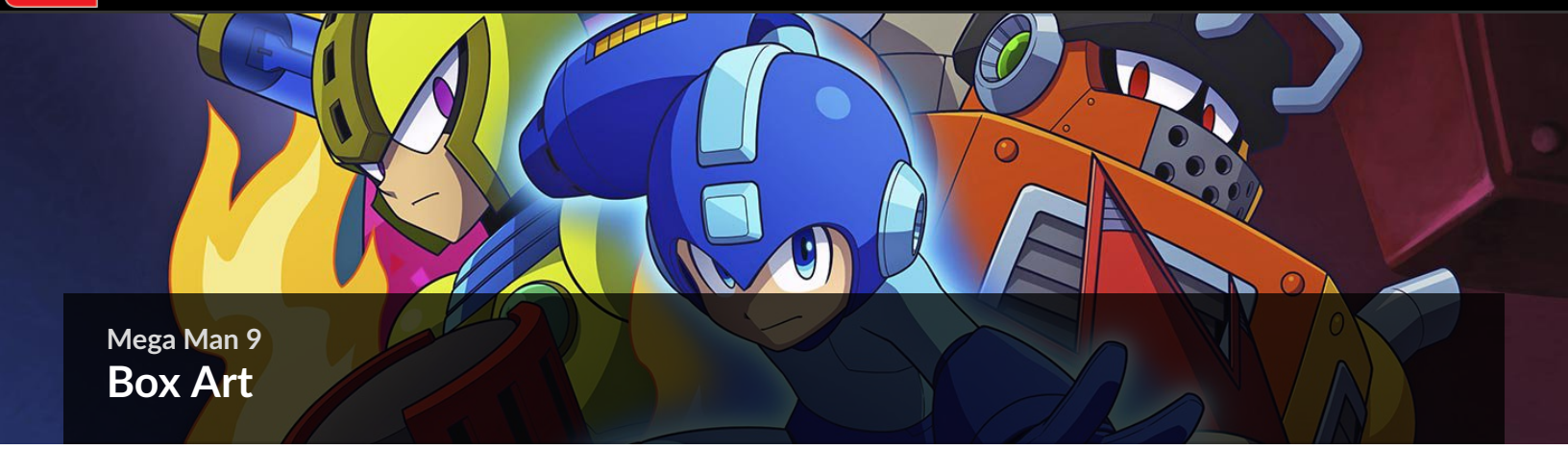
Auto: "People keep calling Dr. Light to complain! What should we do?"

Mega Man: "For starters, I'm going to do something about those robots!"

Dr. Light: "Thanks, Mega Man! Be careful out there! You haven't done this in a while!"

Mega Man 9, aka Rockman 9: The Ambition's Revival!!, was released 11 years after Mega Man 8. Despite being available on the latest gaming hardware (Nintendo Wii, Microsoft Xbox 360, and Sony PlayStation 3), Capcom chose to return the Classic series to its roots and reproduce NES-era graphics.

The gameplay was reverted back to the simpler days of Mega Man 1 and 2, wherein Mega Man could not slide or charge the Mega Buster.

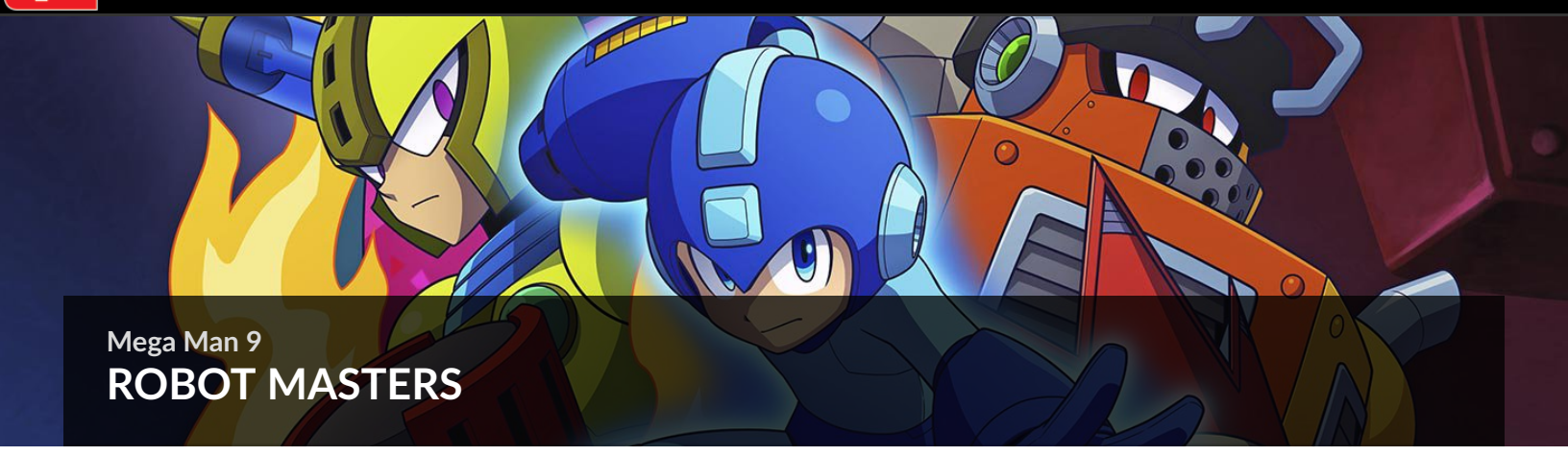


Mega Man 9

Box Art

Mega Man 9: *September 22, 2008*

Mega Man 9 and 10 were released exclusively via digital download, making them the only numbered Classic titles to not have physical boxes. However, that didn't stop Capcom from making "digital box art," which used the infamously bad North American box art of Mega Man 1 as inspiration. The new box art images were jokingly referred to as "intentionally bad box art."

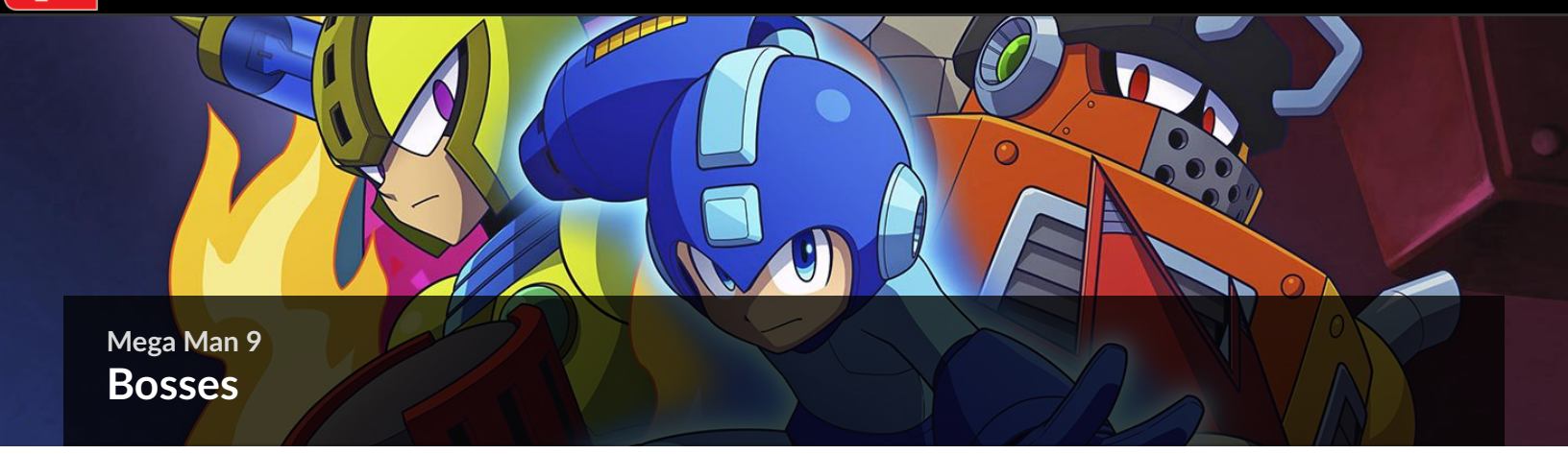


Mega Man 9

ROBOT MASTERS

Mega Man 9 introduced the first and—as of 2018's Mega Man 11—only female Robot Master in the numbered Classic series: Splash Woman. Originally, Hornet Man was to be the female Robot Master and was named Honey Woman, while the water-based boss would be called Ocean Man. In the final game, Splash Woman's weakness was the Hornet Chaser.

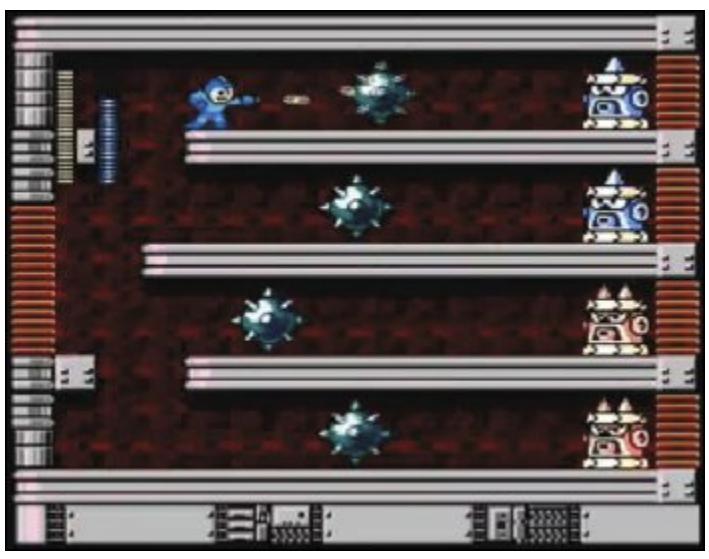
Robot Master	Special Weapon	Weakness	Sprites
Concrete Man	Concrete Shot	Laser Trident	
Tornado Man	Tornado Blow	Plug Ball	
Splash Woman	Laser Trident	Hornet Chaser	
Plug Man	Plug Ball	Jewel Satellite	
Jewel Man	Jewel Satellite	Black Hole Bomb	
Hornet Man	Hornet Chaser	Magma Bazooka	
Magma Man	Magma Bazooka	Tornado Blow	
Galaxy Man	Black Hole Bomb	Concrete Shot	



Mega Man 9

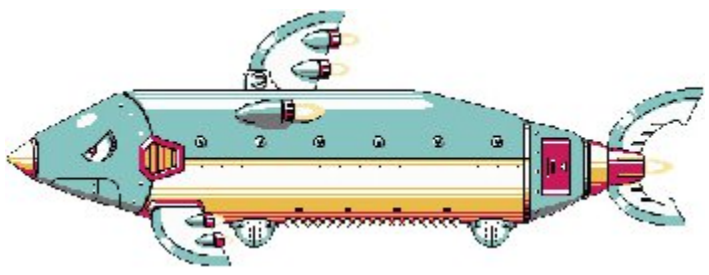
Bosses

Spike Pushers



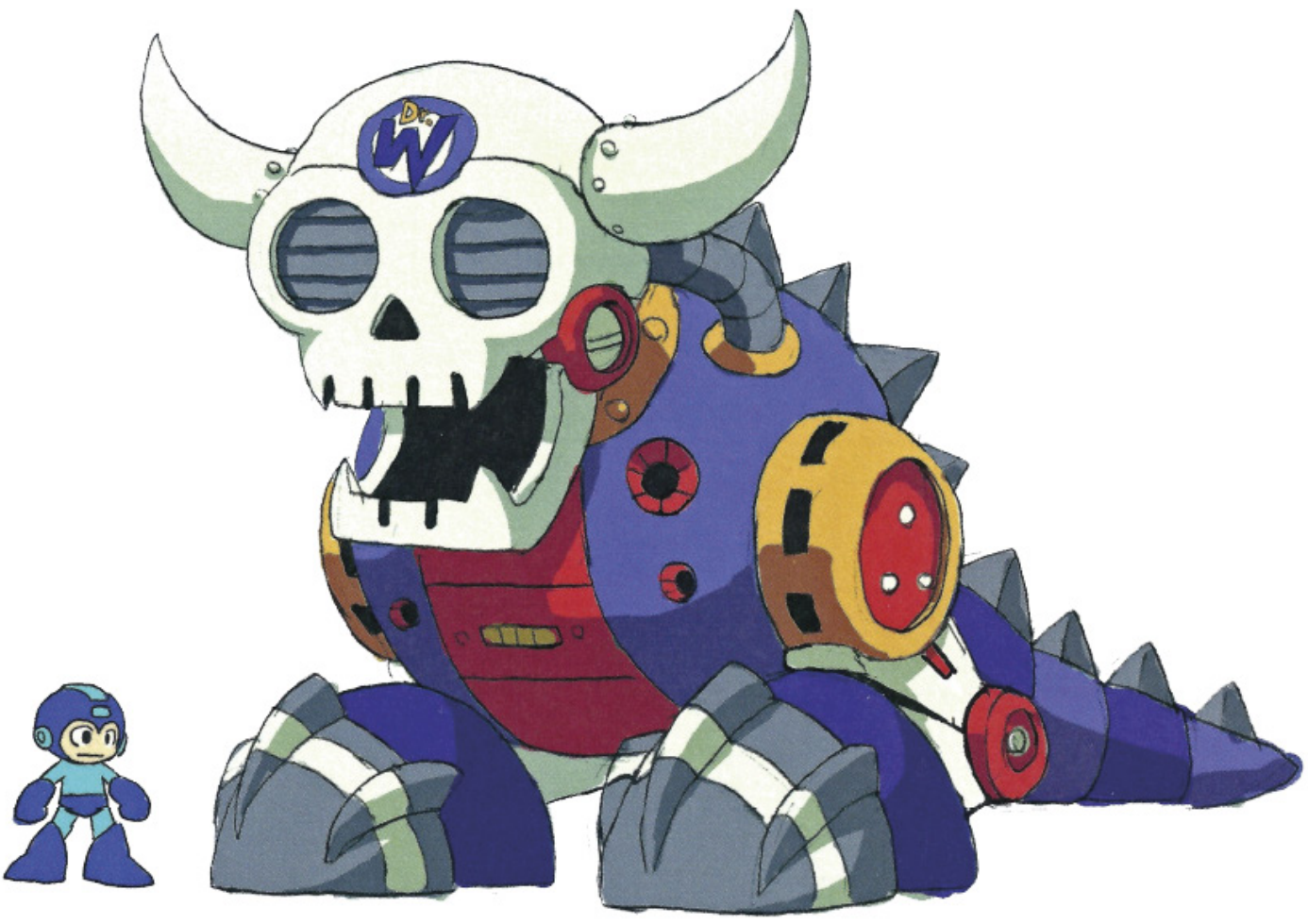
Twin Devil

Mega Mech Shark



Wily Capsule Sprite

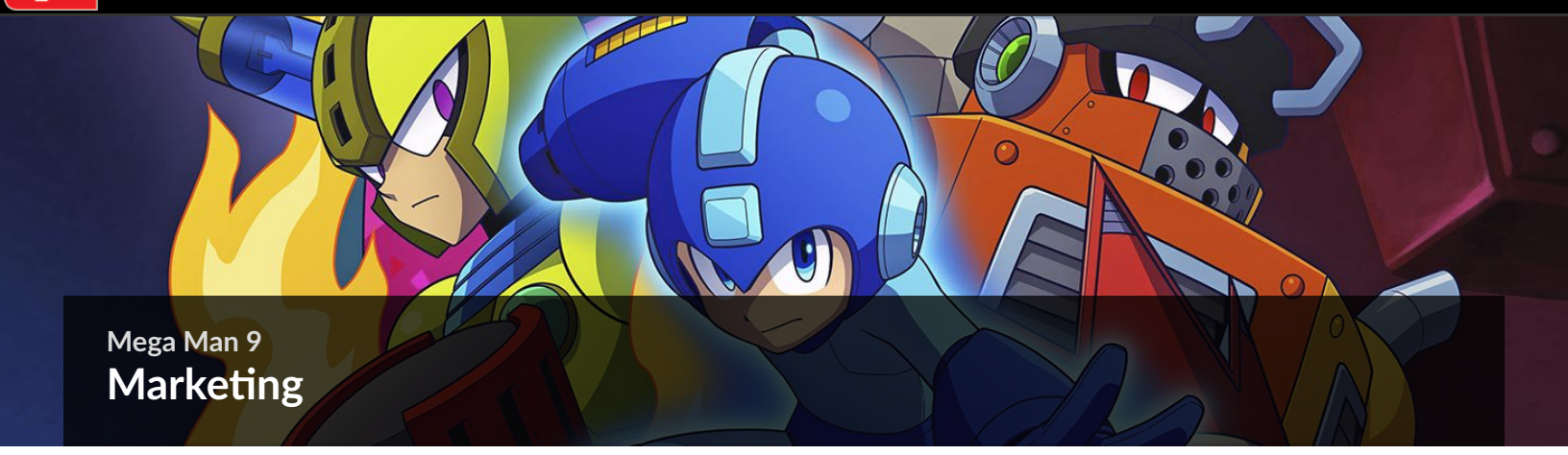
Wily Machine No. 9



Mega Man 9

New Feature: Play as Proto Man

Five DLC packs were released for Mega Man 9, including two additional difficulty settings, a new stage, an endless mode, and Proto Man Mode, allowing Proto Man to be played for the first time in a numbered Classic series title.



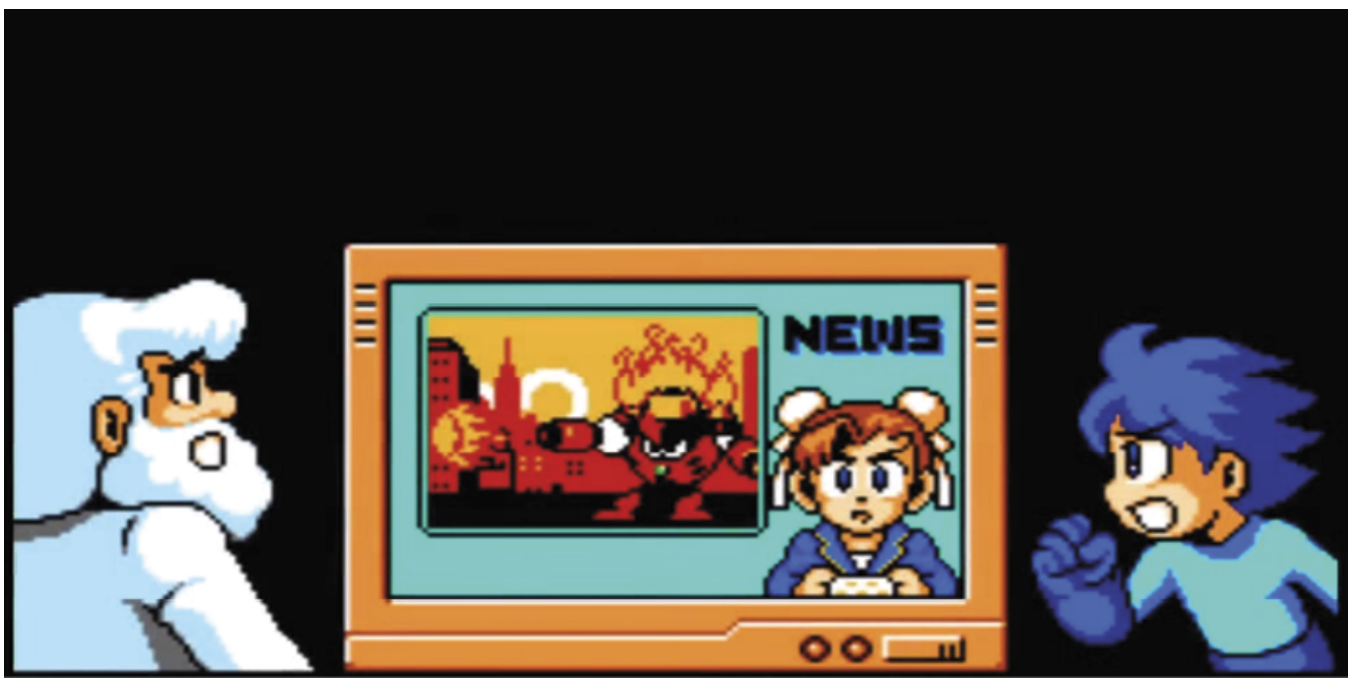
Mega Man 9

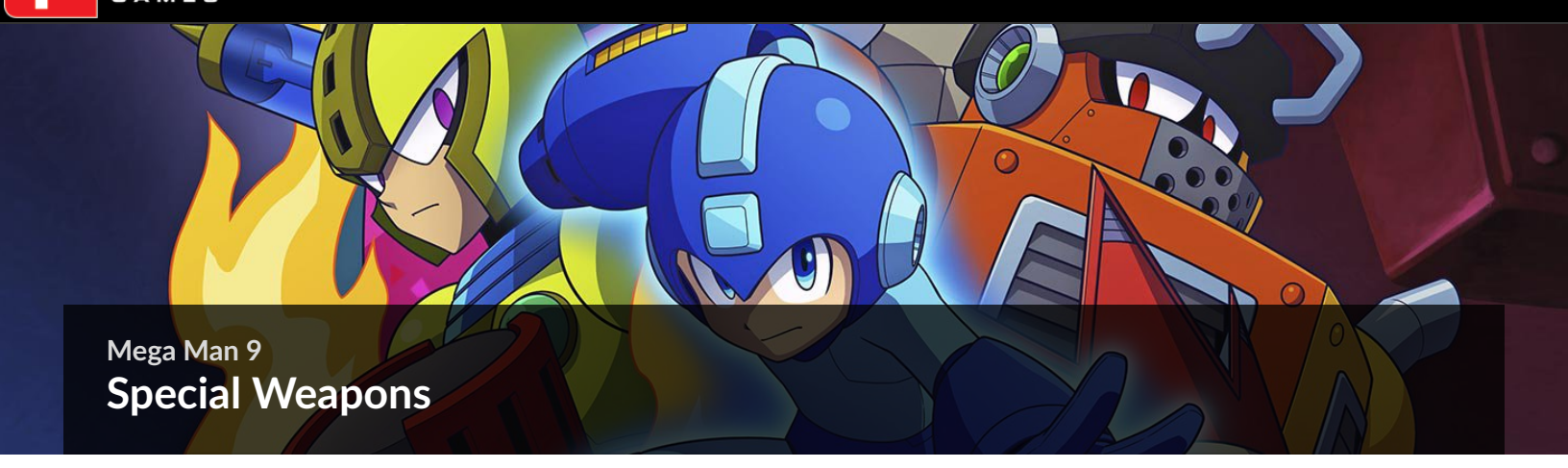
Marketing

OST

Arranged OST

Tip

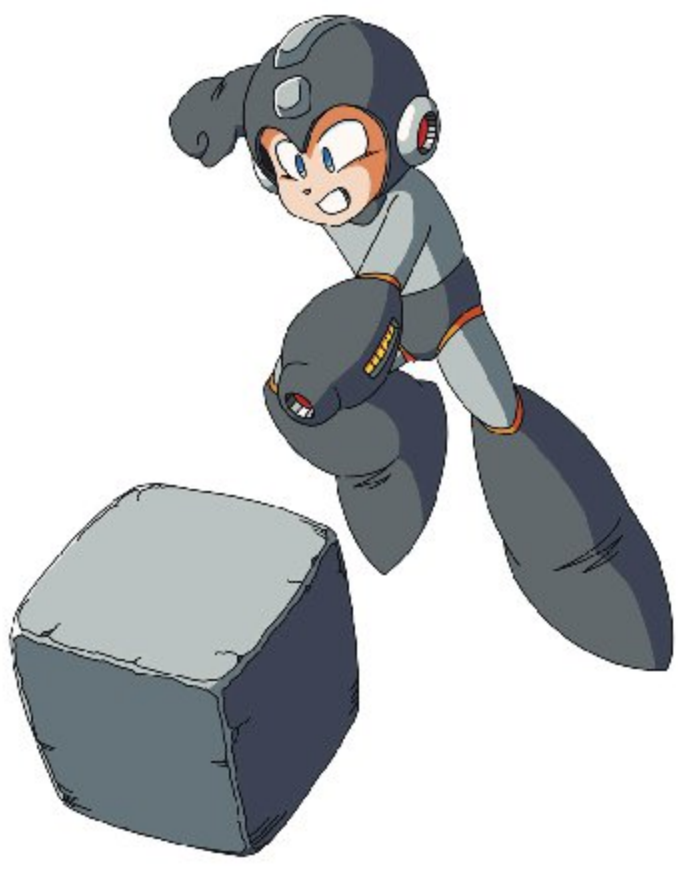




Mega Man 9

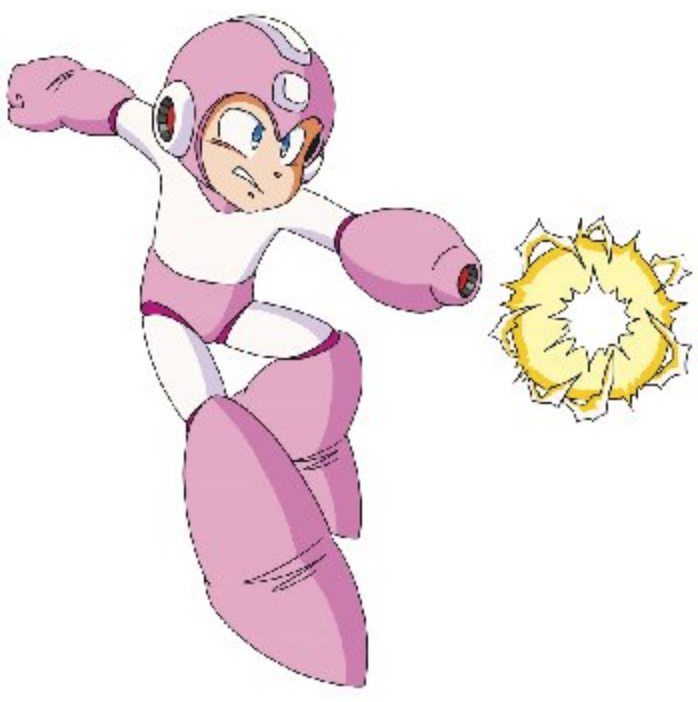
Special Weapons

Concrete Shot

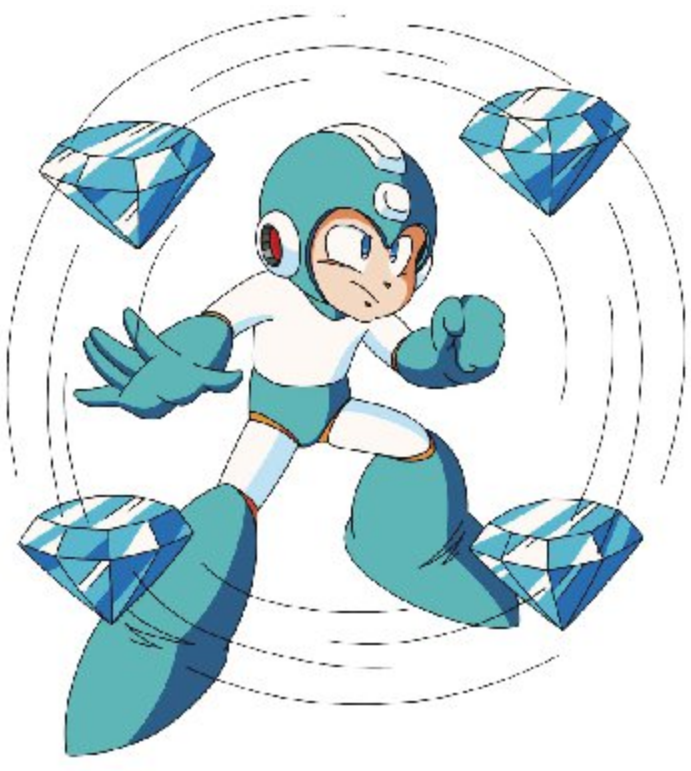


Hornet Chaser

Plug Ball

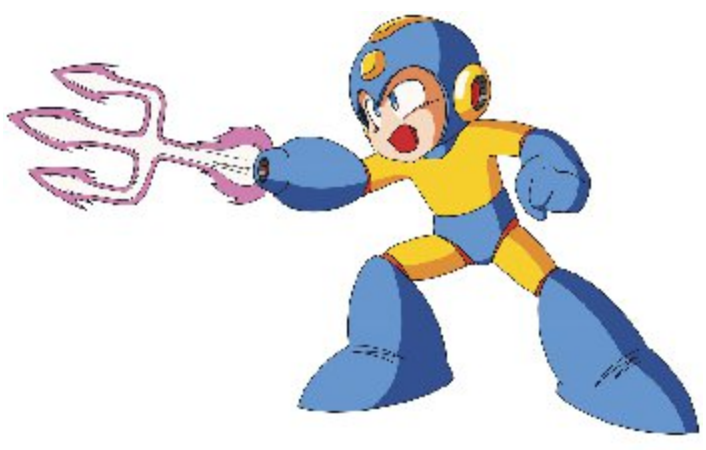


Jewel Satellite



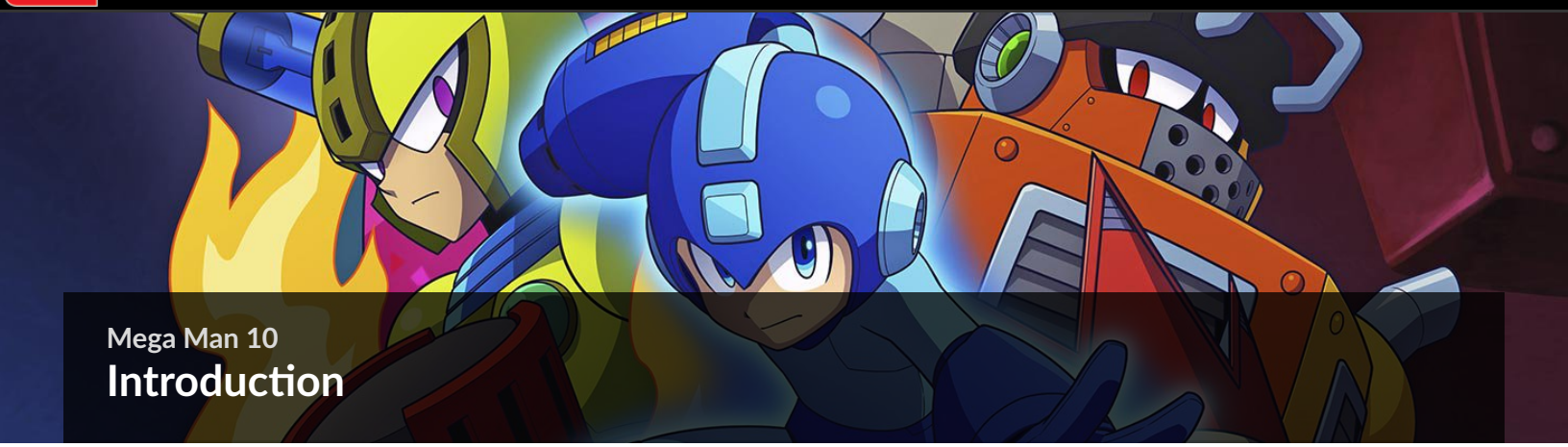
Tornado Blow

Laser Trident



Magma Bazooka

Black Hole Bomb



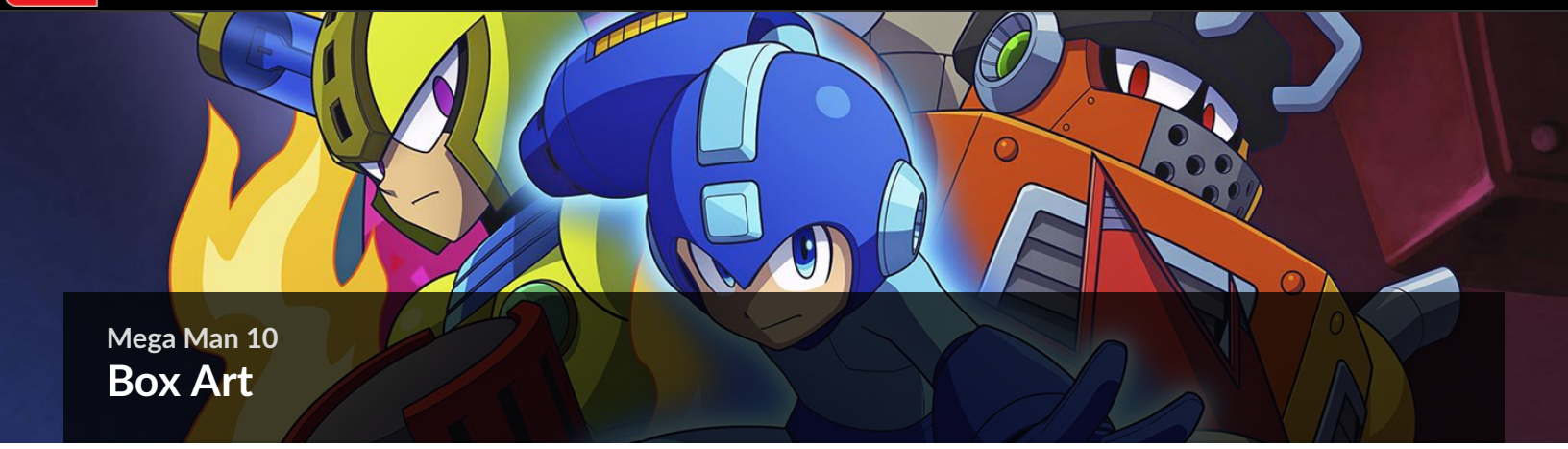
Mega Man 10

Introduction

In the year 20XX, an outbreak of a robotic-virus known as the “Roboenza” runs rampart across the globe. Roll becomes infected with the virus, and Mega Man is forced to go to Dr. Wily for a cure, believing him to be responsible. However, amidst all the chaos, eight new Robot Masters surface, each holding a key to the cure...

Mega Man 10 (Rockman 10: Threat From Outer Space!!) was released one year after Mega Man 9. It continued its predecessor’s retro 8-bit presentation and throwback gameplay and would be the last original Mega Man title (aside from Street Fighter X Mega Man) until Mega Man 11 in 2018.

Players can choose Mega Man or Proto Man at the beginning of the game without the need for DLC—a first for the series.



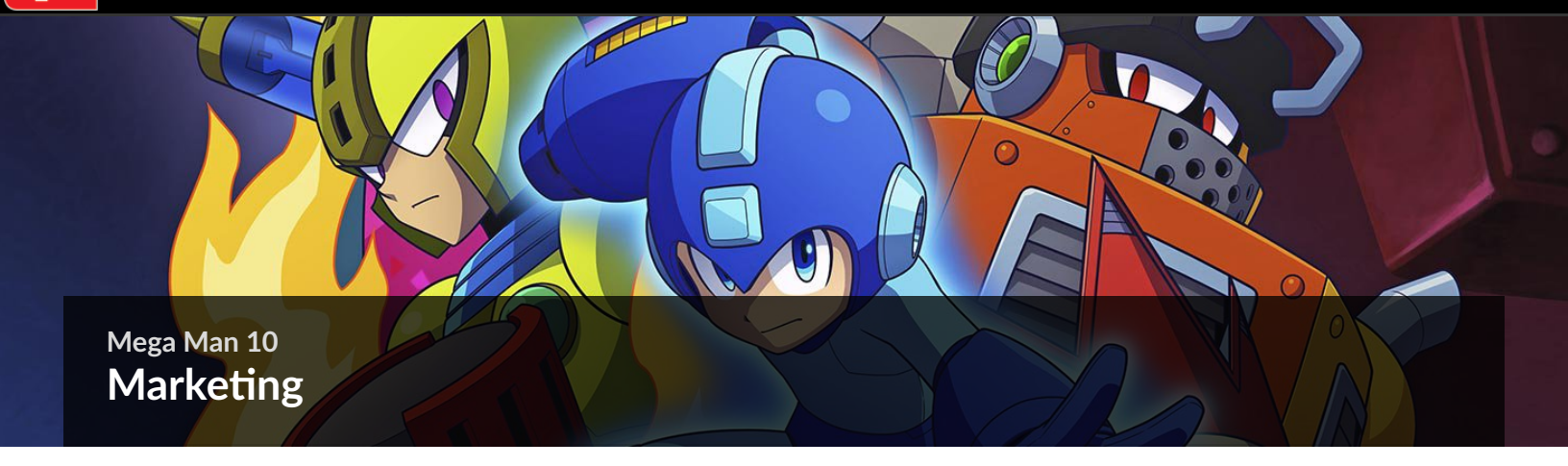
Mega Man 10

Box Art

Mega Man 10: *March 1, 2010*

Tip

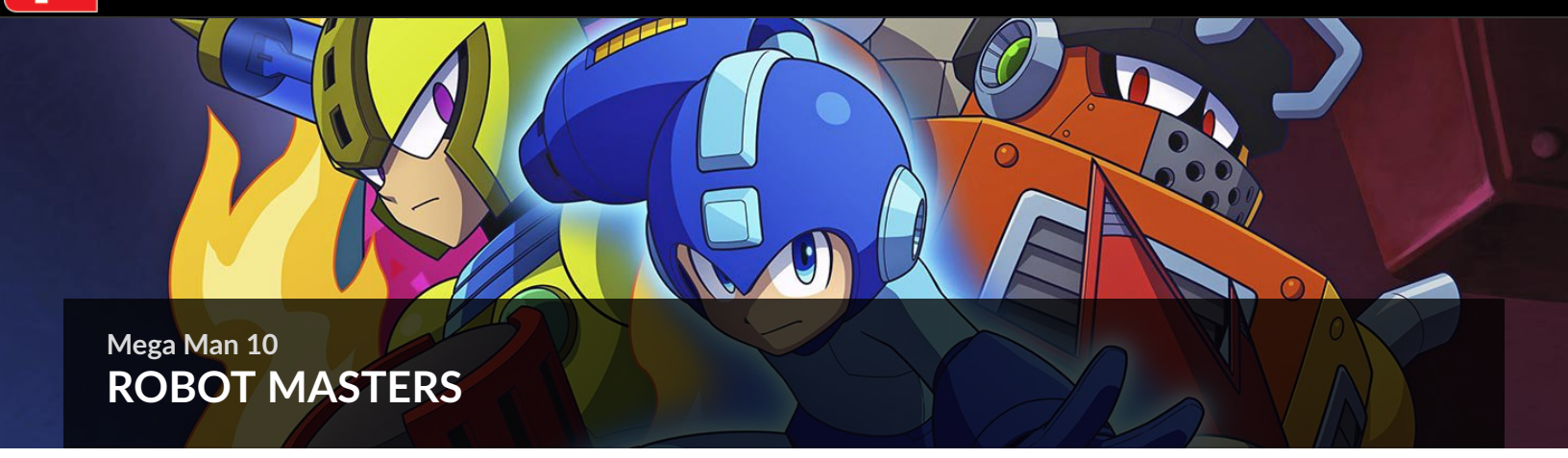
Mega Man 10 was the first game where the Robot Masters, Wily Castle bosses, Wily Machine, and Wily Capsule each had unique themes.



Mega Man 10
Marketing

OST

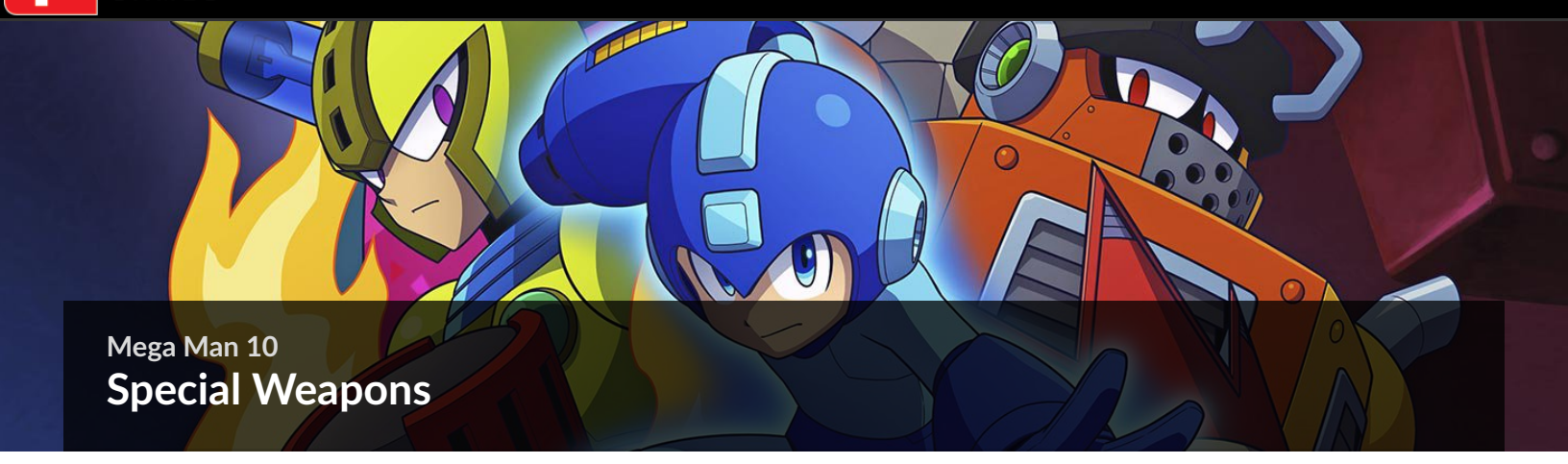
Arranged OST



Mega Man 10

ROBOT MASTERS

Robot Master	Special Weapon	Weakness
Blade Man	Triple Blade	Commando Bomb
Pump Man	Water Shield	Thunder Wool
Commando Man	Commando Bomb	Wheel Cutter
Chill Man	Chill Spike	Solar Blaze
Sheep Man	Thunder Wool	Rebound Striker
Strike Man	Rebound Striker	Triple Blade
Nitro Man	Wheel Cutter	Chill Spike
Solar Man	Solar Blaze	Water Shield



Mega Man 10

Special Weapons

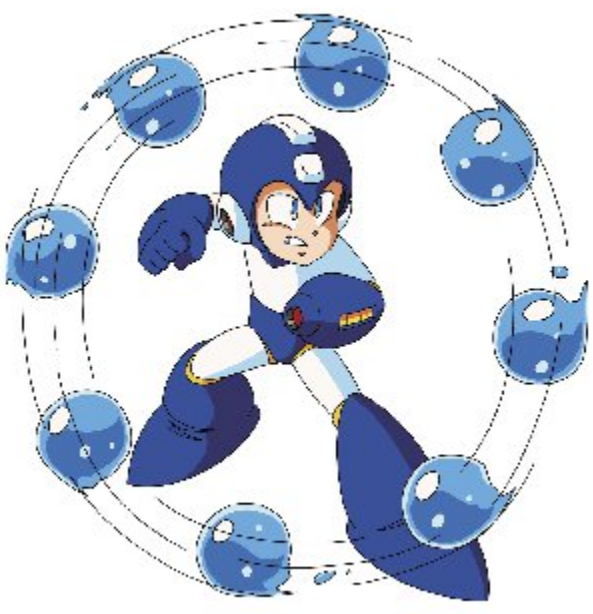
Chill Spike

Wheel Cutter

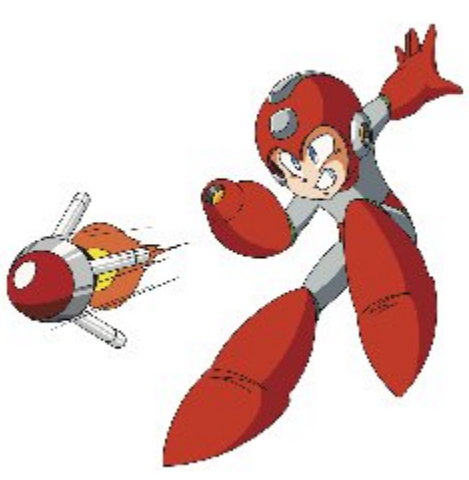
Solar Blaze

Rebound Striker

Water Shield

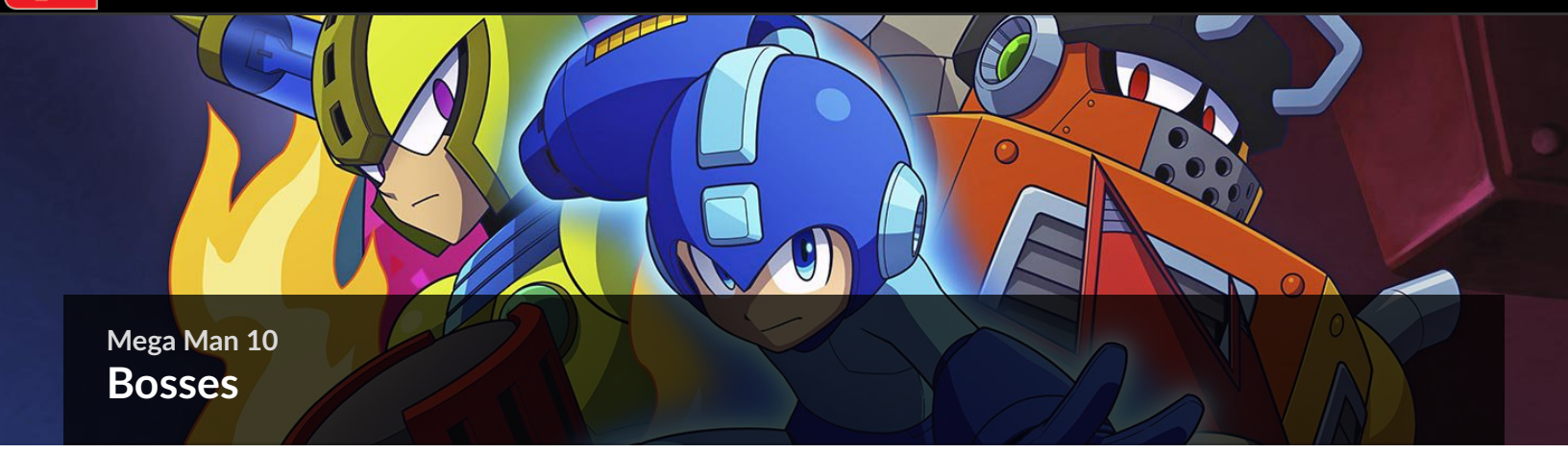


Commando Bomb



Triple Blade

Thunder Wool



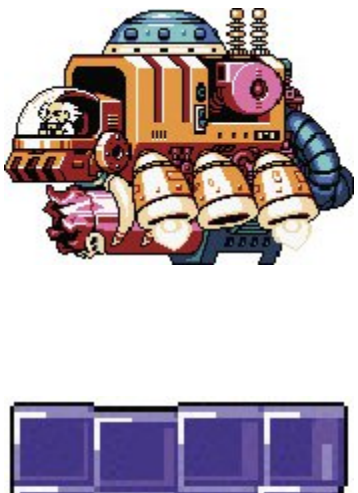
Mega Man 10

Bosses

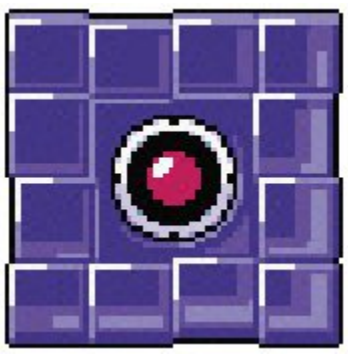
Weapons Archive

Crab Puncher

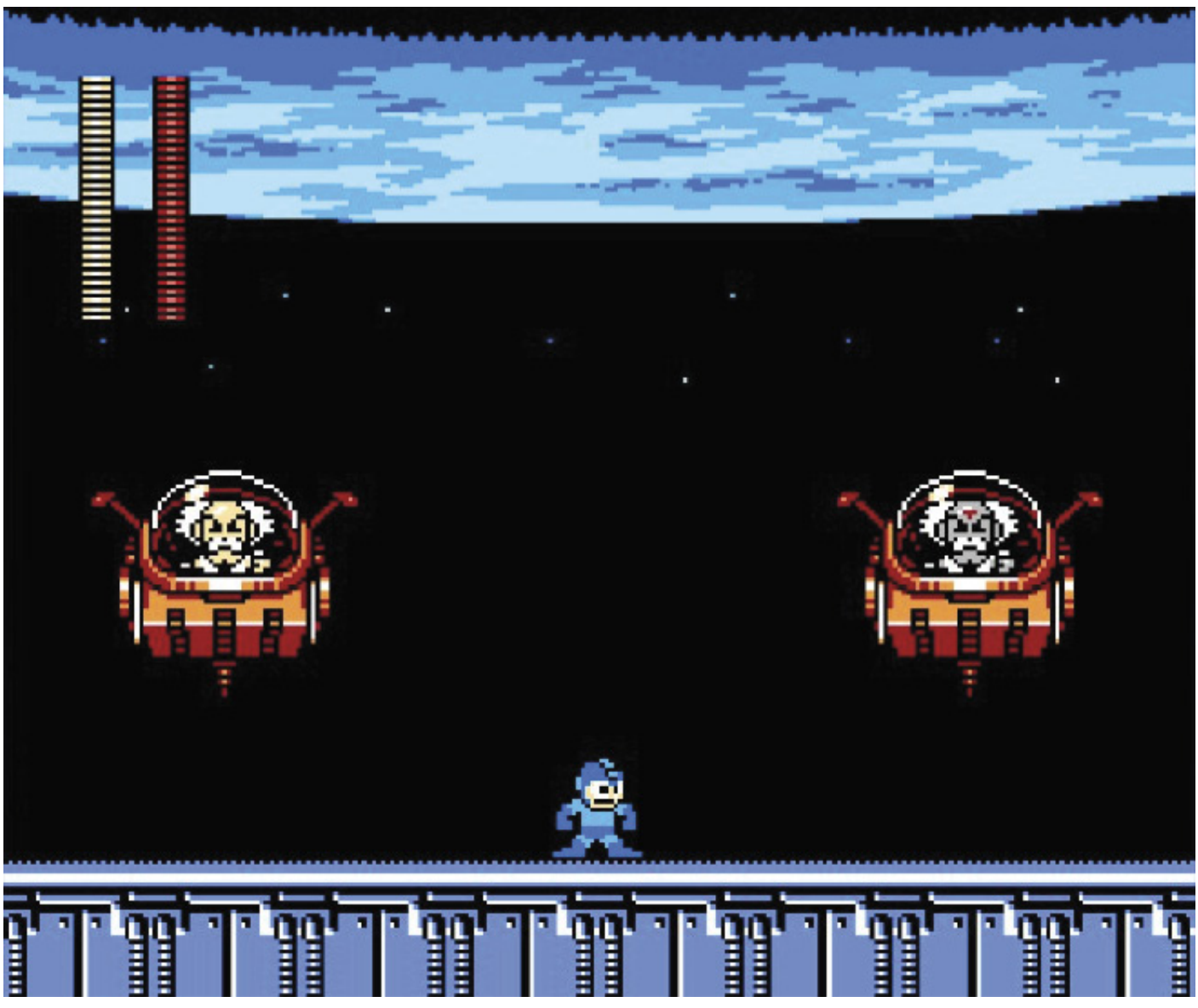
Wily Machine No. 10

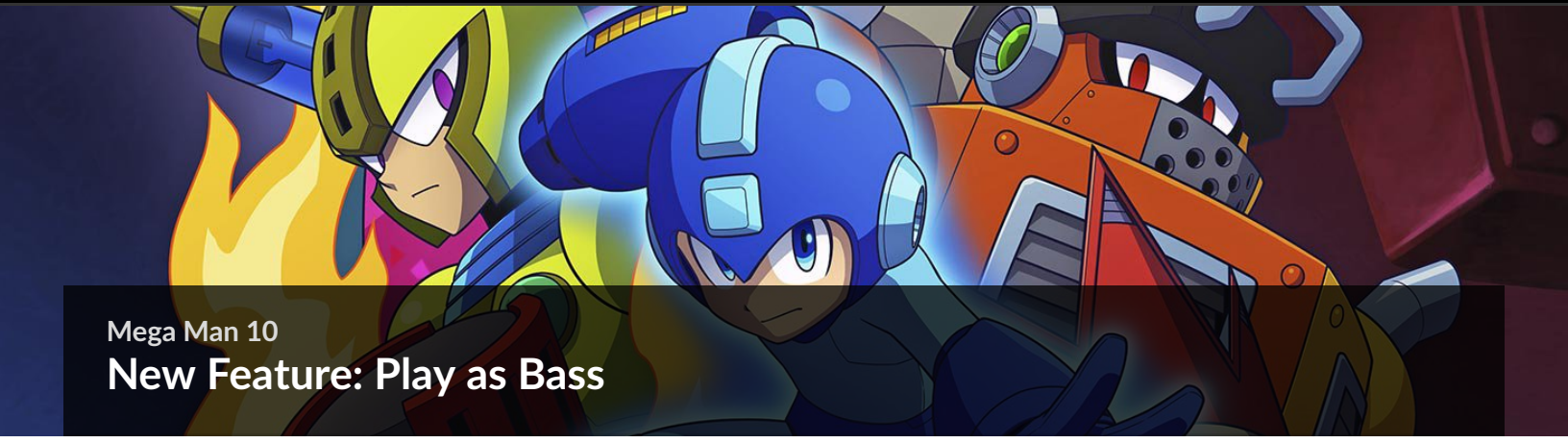


Block Devil



Wily Capsule

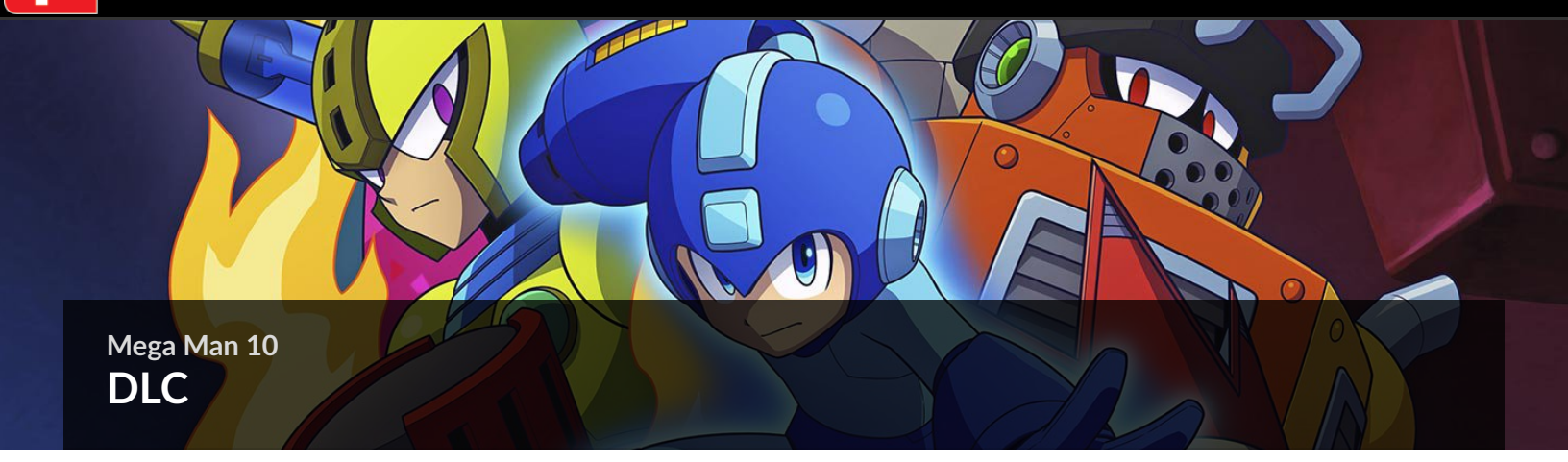




Mega Man 10

New Feature: Play as Bass

Like with Proto Man mode in Mega Man 9, Mega Man 10 included DLC called Bass mode, wherein the game could be played through its entirety as Dr. Wily's creation. Unlike Proto Man, however, Bass has his own dedicated shop, run by Dr. Wily's avian support robot, Reggae, as well as unique story sequences.



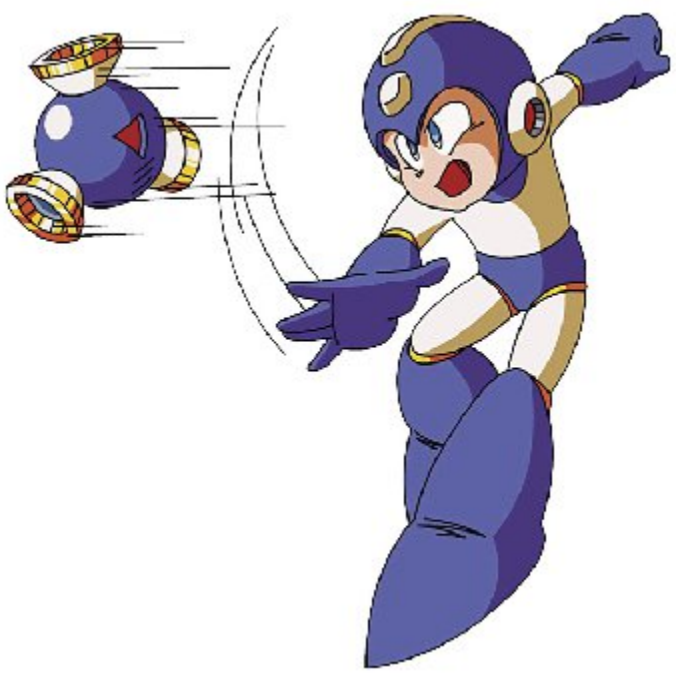
Mega Man 10

DLC

In addition to Bass mode, three special stages featuring the Mega Man Killers were sold as DLC. Each stage was a remake of its Game Boy counterpart, where the Mega Man Killers originated. Defeating a Mega Man Killer boss provided a unique special weapon to use in the main game.

Ballade

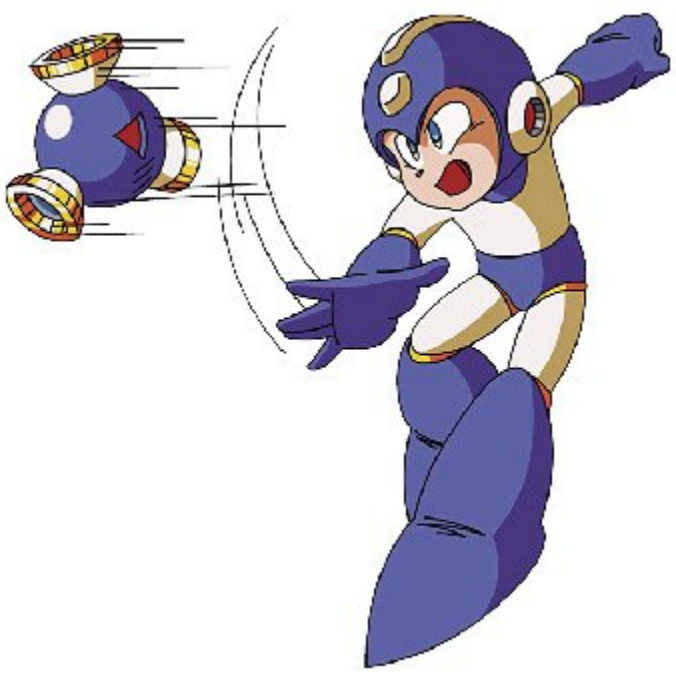
Ballade Cracker



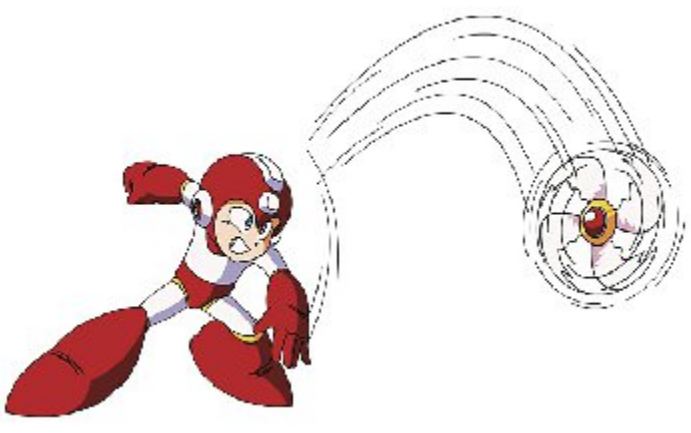
Enker

Mirror Buster

Punk



Screw Crusher



More Blue Bomber
The Game Boy Games

The classic series of Mega Man games made their debut on the monochrome Game Boy in 1991 with Mega Man: Dr. Wily's Revenge (Rockman World in Japan). In an effort to help differentiate the Game Boy series from those on the home consoles, subsequent games were titled with Roman numerals.

In the first of these games, Dr. Wily returns with another plan to take over the world. Borrowing elements from the first two NES games, players were tasked to complete four difficult stages en route to four additional bosses protecting Dr. Wily's lair. The success of this initial foray into handheld gaming was enough to spawn four additional sequels, each borrowing assets and sections from the home console games that preceded them.

Despite the Game Boy games generally reusing materials from their predecessors, several characters made their debut in these games. Quint, from Mega Man 8, would later appear in Mega Man V alongside Punk (from Mega Man III). Punk would also appear in Mega Man 10 and Mega Man Battle Network.

Mega Man: Dr. Wily's Revenge was the first game in the franchise to be outsourced to a non-Capcom developer.

Tip

The final boss of Mega Man: Dr. Wily's Revenge was named Enker, after the Japanese genre of music known as enka. Enka is a modern take on traditional music and known for its sentimental ballads.

Mega Man: Dr. Wily's Revenge

Rockman World, July 26, 1991

Mega Man: Dr. Wily's Revenge, December 1991

Mega Man II

Rockman World 2, Japan, 1992

Mega Man II, February 1992

Mega Man II for Game Boy was developed by a studio unfamiliar with the Mega Man franchise and thus feels different from the others. The developer Bizo wasn't rehired.

Mega Man III

Rockman World 3, December 13, 1992

Mega Man III, December 1992

Tip

The music composition and arrangements, along with the sound effects, for both Mega Man III and Mega Man IV, were handled by a single man. Take a bow, Koujl Murata, for a job well done!

Mega Man IV

Rockman World 4, October 29, 1993

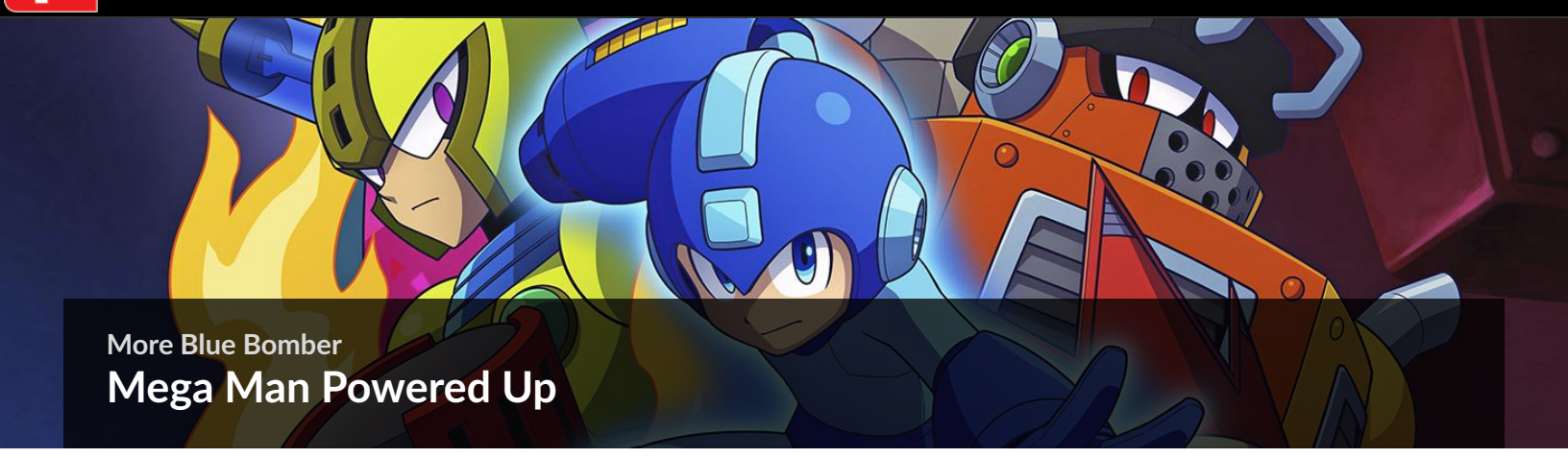
Mega Man IV, December 1993

Mega Man V

Rockman World 5, July 22, 1994

Mega Man V, September 1994

The green robotic cat, Tango, made its debut in Mega Man V. This powerful ally could roll itself up and buzzsaw-dive into enemies. As with Enker and Bass's dog, Treble, Tango's name is musically themed.



More Blue Bomber

Mega Man Powered Up

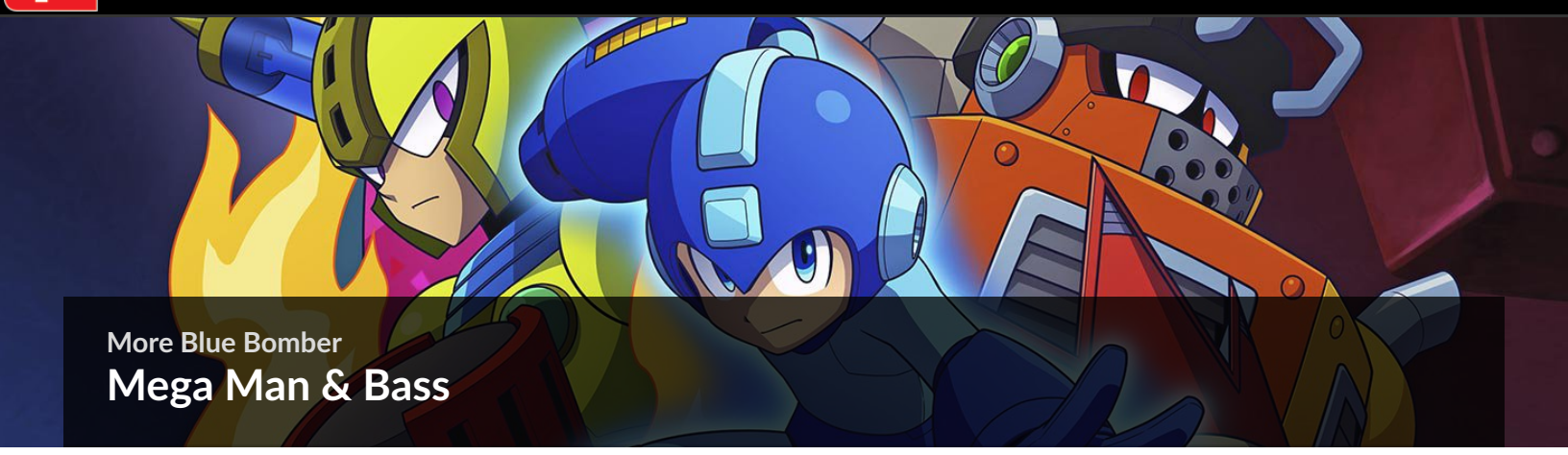
Rockman Rockman: March 2, 2006

Mega Man Powered Up: March 14, 2006

Unlike literature, the technological aspect of video games can make it hard for newcomers to access—or appreciate—the classics. Sensing it was time to introduce a new generation to the game that started it all, Capcom unleashed a complete remake of the original 1986 NES game for the PlayStation Portable in 2006.

Mega Man Powered Up featured a brand-new 3D deformed art style, the ability to play as any of the boss enemies, downloadable characters, and an expansive challenge mode that contained over 400 stages. Those feeling a bit nostalgic could even play in “Old Style” mode, which mimicked the original level design and 4:3 aspect ratio. Players were even given the ability to design and share their own fan-made levels online with other PSP owners.

The Most Adorable Bosses



More Blue Bomber

Mega Man & Bass

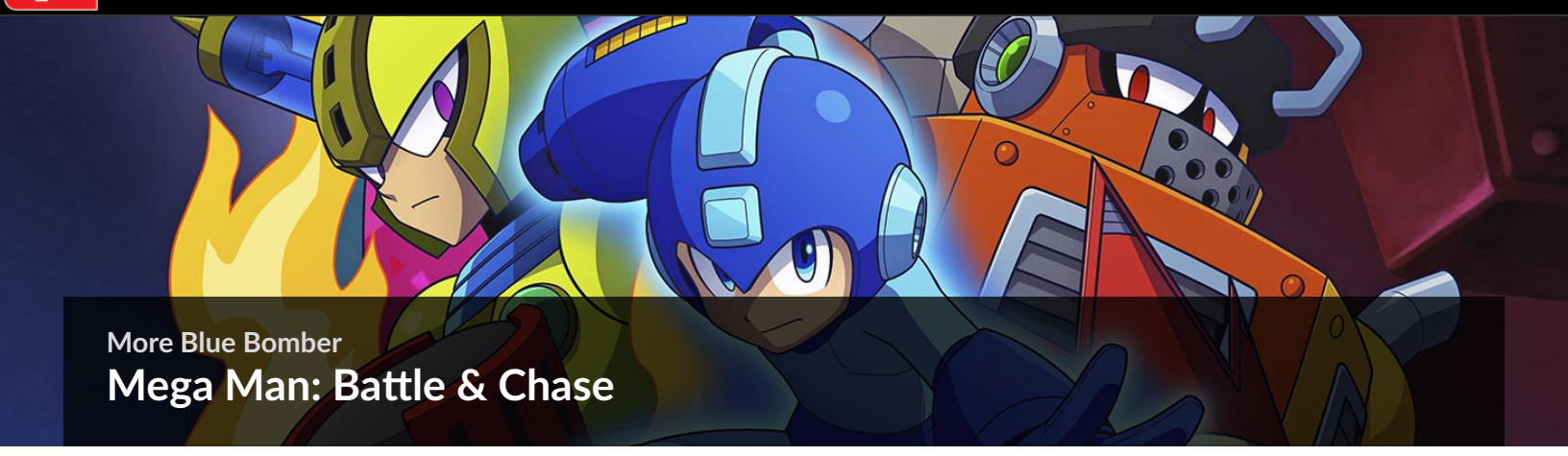
Rockman & Forte: April 24, 1998

Rockman & Forte: August 10, 2002

Mega Man & Bass: March 11, 2003

Taking place following the events of Mega Man 8, many fans believed Mega Man & Bass (Rockman & Forte in Japan) to be the final game in the classic lineage until Mega Man 9 was released. It was originally released on the Super Famicon in Japan and then later, worldwide, on the Game Boy Advance.

Though much of the gameplay was similar to the prior games, the way the stages unfolded was entirely different. After completing an introductory stage, the player was presented with three Robot Masters. By defeating one of them, the player could then access a limited assortment of others.



More Blue Bomber

Mega Man: Battle & Chase

Rockman: Battle & Chase: March 20, 1997

Mega Man: Battle & Chase: April 3, 1998

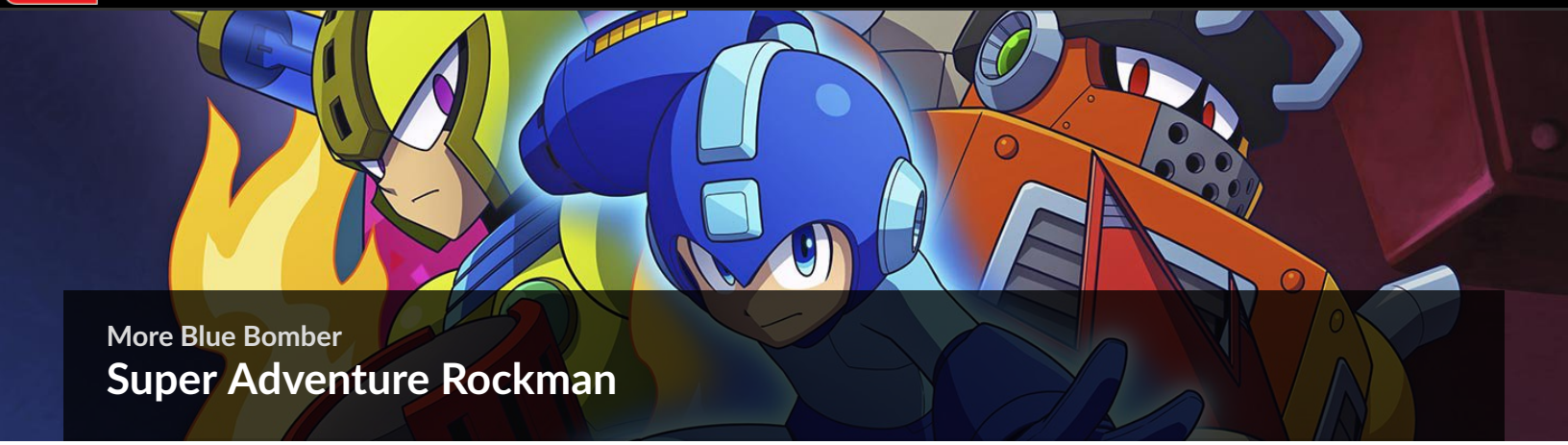
Official strategy guide cover in Japan.

Veering left into a whole new genre, Mega Man: Battle & Chase (Rockman: Battle & Chase in Japan) brought the beloved franchise to the world of racing games. Featuring 10 playable characters from the original series—including friendlies and Robot Masters alike—the game combined racing with combat. Players could attack competitors during the race with character-specific attacks or drive them into the walls to slow them down. Various obstacles on the track yielded special items that would often prove critical to winning.

The game's Grand Prix mode consisted of eight tracks. Winning races earned players new car parts, making it possible to customize the appearance and performance of a given vehicle.

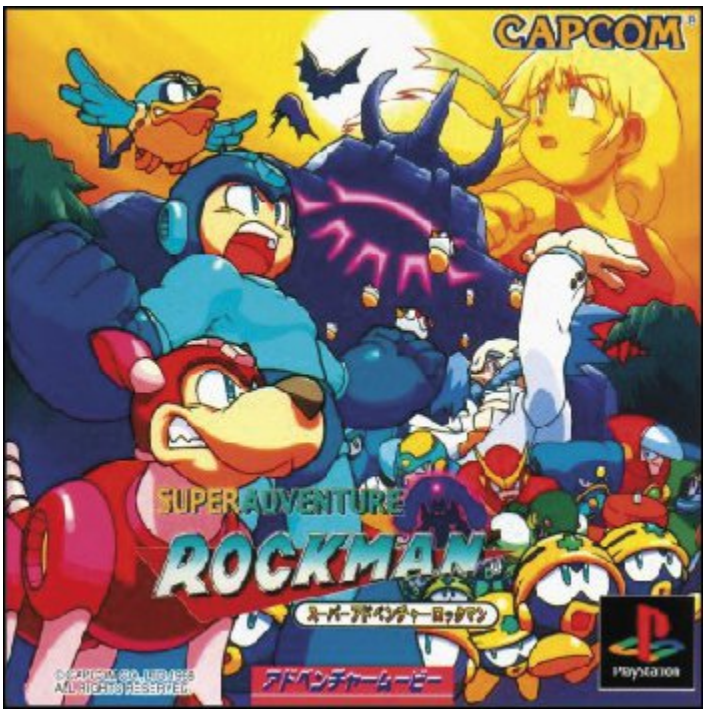
Mega Man: Battle & Chase was supposed to release in North America only a month after its Japanese release but was denied approval by Sony Computer Entertainment due to an abundance of mascot-themed games in the market. Fortunately, North American gamers were able to finally play it on the PS2 and GameCube as part of the Mega Man X Collection in 2006.

Mega Man's Rush Roadstar and Proto Man's Red Striker appear as toys in Mega Man ZX.



More Blue Bomber

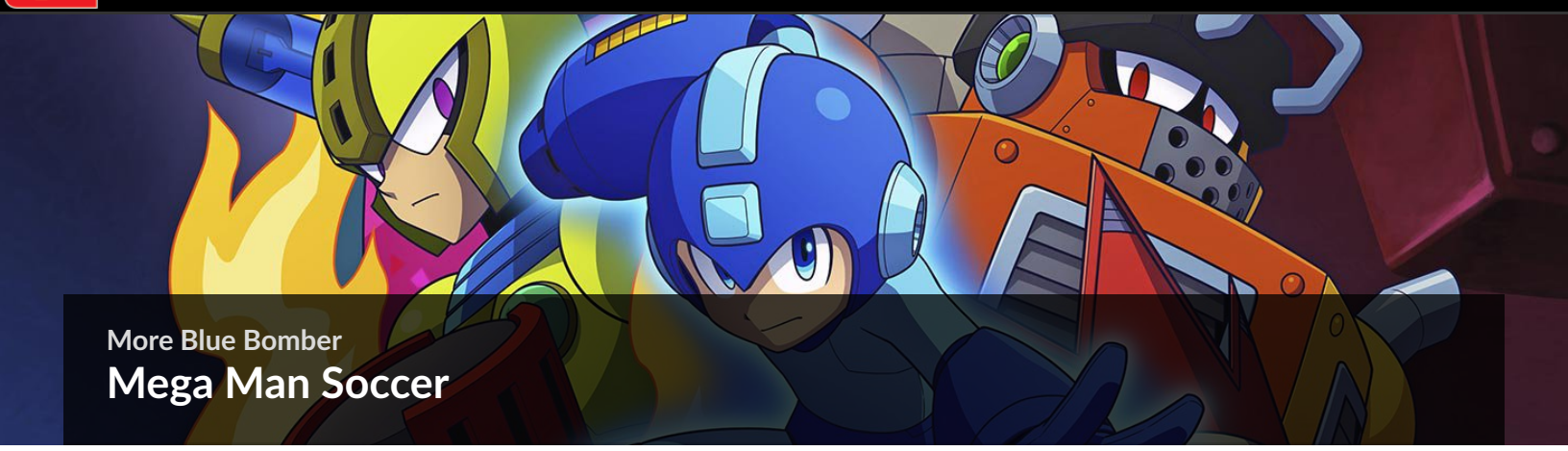
Super Adventure Rockman



Super Adventure Rockman: June 25, 1998

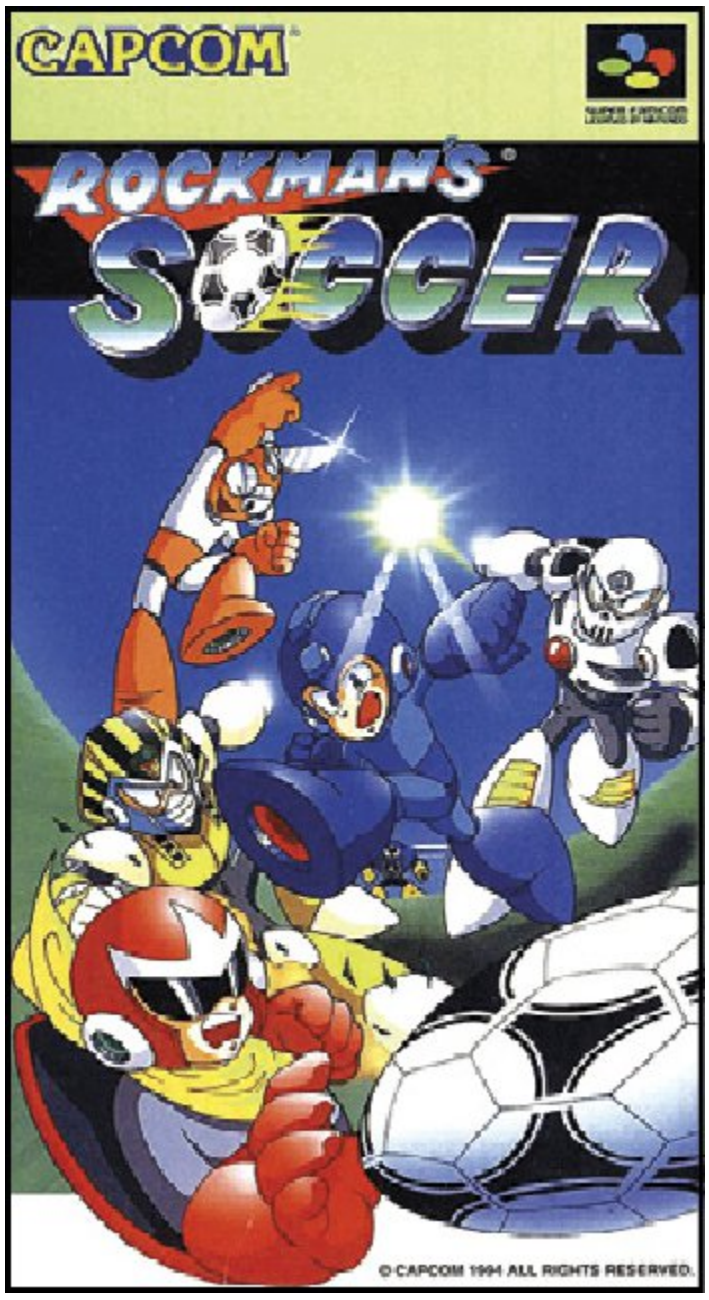
Released only in Japan for the Sega Saturn and PlayStation, Super Adventure Rockman wasn't a typical Mega Man game. The interactive movie combined full-motion anime cutscenes with first-person shooter segments and, to this day, puzzles players concerning its place in the timeline. The game's darker themes and overt violence proved polarizing to longtime developers and media.

The game takes place in a South American rain forest, three years after the sudden appearance of inexplicable ruins. Dr. Wily, working together with Dr. Light, discovers an alien supercomputer inside the ruins and uses it to revive his fallen Robot Masters.



More Blue Bomber

Mega Man Soccer

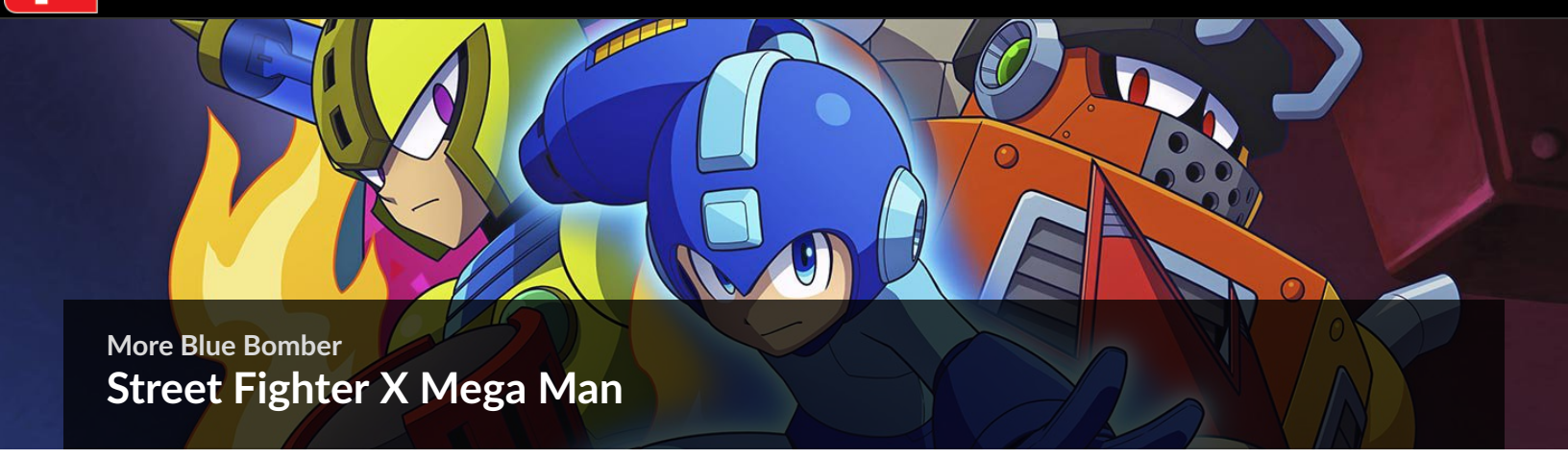


Rockman's Soccer: February 17, 1994

Mega Man Soccer: April 1994

Mega Man Soccer (Rockman's Soccer in Japan) features traditional soccer play involving numerous characters and Robot Masters from the Mega Man series. The game packed all the modes sports fans had come to expect, including exhibition matches, tournaments, league, and multiplayer. The ease of play and unique special shots appealed to plenty of Mega Man fans.

Set sometime after Mega Man 4, the game incorporated much of the franchise's signature flavor, including the need to defeat eight teams of Robot Masters in the first round of the "Capcom Championship." Only then could the player advance to Dr. Wily's castle and take on an additional assortment of teams.



More Blue Bomber

Street Fighter X Mega Man

A 2D crossover title, uniting the worlds of Mega Man and Street Fighter, this fan-made platform-fighting game was released for free on Capcom Unity in 2012. It's available worldwide for play on the PC. The game maintains the structure of most Mega Man games in that there are eight levels, each with a boss whose weapon will prove useful in defeating another boss. Only this time around, the bosses are fan-favorite characters from Street Fighter and the levels blend theming from various Street Fighter characters and Robot Master stages.

Seow Zong Hui, creator of Street Fighter X Mega Man

Let's start from the beginning. How did you start with the project?

It was a programming practice at first. I was Building a Mega Man game for fun, learning to code and to draw 8-bit graphics. I was pretty active in the fighting game scene in Singapore, a part-time pro-gamer, participating in various fighting game tournaments. Being active in the local fighting game forums, I created various 8bit Street Fighter Gif so my friends could use them as avatars. As the game was developed further, I've decided to use the images I created for the avatar; it fits right in a Mega Man game.

Did you have any help?

After posting the development video on Youtube, A_Rival (Luke Esquivel) offered to help me with Music. He is an amazing DJ/Musician/Programmer from the USA. The game would not be as successful without the awesome music. Back then, it was just an unofficial fan-game, it was amazing for him to offer help to the game. Another friend named Geo helped me with some of the background sprites.

Enter Capcom

In 2010, I submitted the game video as an entry in Capcom-Unity's fanart contest. It got first in the contest. That kind of gave me the confidence to develop the game further. In 2012, I was attending the biggest Fighting game tournament in Las Vegas (EVO), I was eliminated early so I spent the rest of my time, pitching to various Capcom staff.

After failing several times, Christian Svensson, Vice president of Capcom USA at that time, brought the game back to the office to give it a try. After a few months, the game was greenlit and Capcom assigned a producer on the project.

Was there still a lot of work to be done?

I was very new to the game development industry at that time, Capcom looked into various issues from legal matters to game physics. I had great help from Christian and Michael Evans and the game development went smoothly. Michael Evans is still doing well in Capcom. Many staff members were involved; 8bit avatars were created for some of them too, in the credits of the game. It was a pleasure to work with them; I hope we cross paths again someday.

Did this launch your career in gaming?

After developing the game, I became really well known in the local game development scene, finding a job was not an issue despite having an unrelated engineering degree. It is kinda surreal that the game actually happened.

Any word on a sequel?

As for a sequel or spin-off, that is something that is always on the back of my mind; I would love to work on it in the future once I gain more experience. I would be happy to work with Capcom again if they are keen.

Tell us about your love of Mega Man

The Mega Man series is amazing to me because anyone could play them. I started playing them before I could read. I've played all classic Mega Man and Mega Man X series. Amongst them, my personal favorite is X4.

Metal Blade and Nova Strike are my favorite weapons. As for bosses, Yellow Devil and Magma Dragoon are the best.

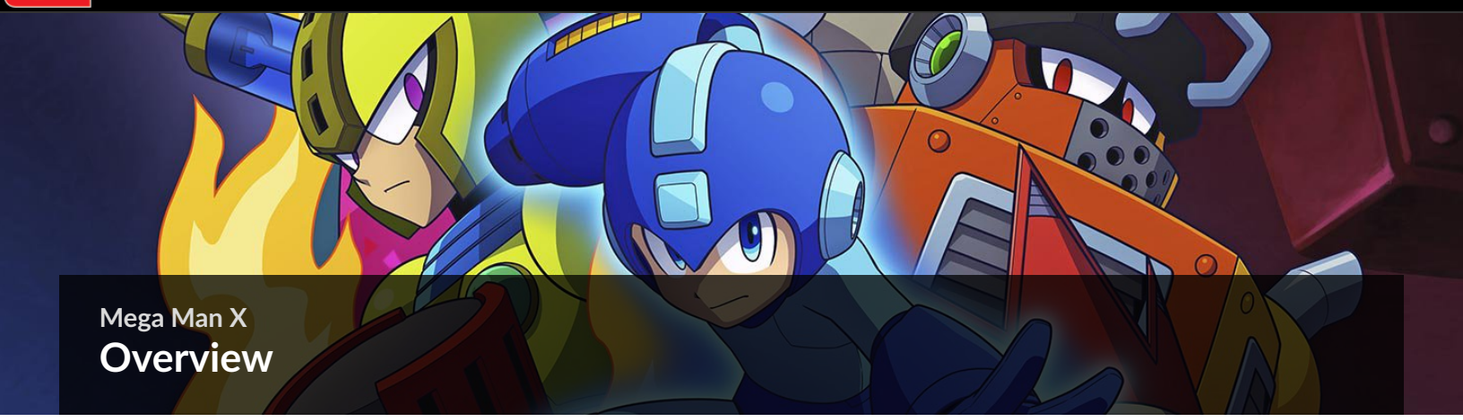
In Street Fighter X Mega Man, my favorite is Tropical Hazard, and the Secret Last boss.

What level stands out the most?

The level that stands out the most to me... Jump Jump, Slide Slide, the sounds still haunt me up to today. If you have played it, it plays in your head forever.

Seow Zong Hui, Creator
Twitter: SonicZH **YouTube:**www.youtube.com/user/Sonic88

Luke Esquivel, Musician
Twitter: A_Rival **YouTube:**www.youtube.com/user/ARival

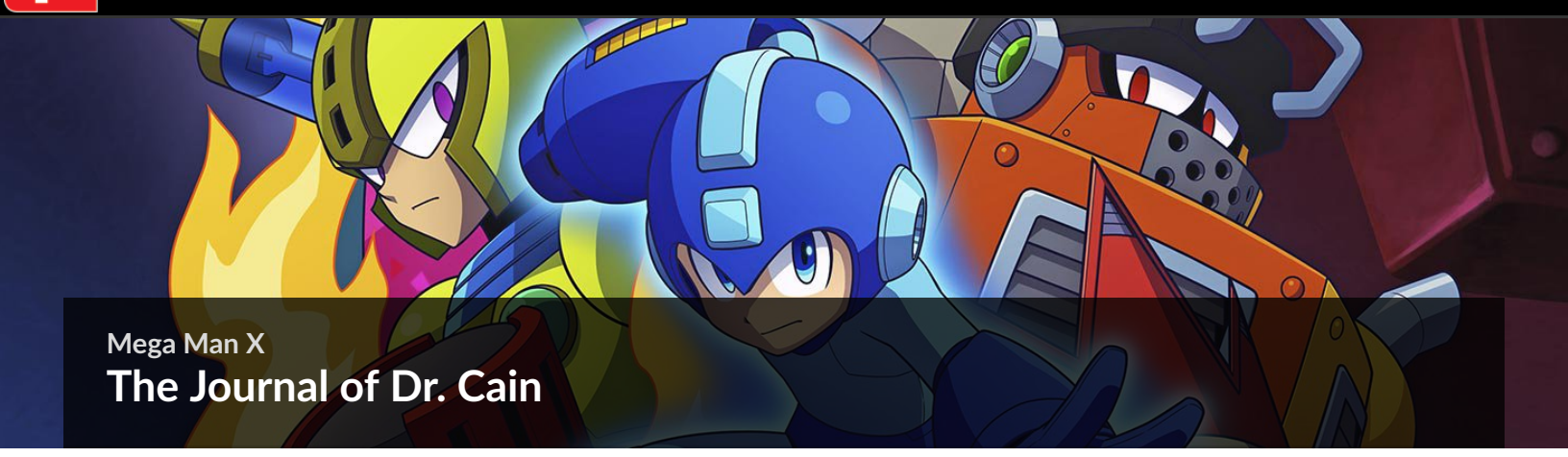


Mega Man X

Overview

Though the original Mega Man series would continue across multiple platforms to come, Capcom celebrated the jump to 16-bits with the advent of Mega Man X (Rockman X in Japan). Set 100 years in the future, this updated take on the classic showcased improved visuals and sound, and it introduced a host of new abilities. X, as he's called in this series, could dash along the ground (and in the air!), wall climb, and unlock permanent armor upgrades that granted special abilities such as increased speed and firepower. Thanks to these enhancements—and the ability to increase the size of X's life meter—Mega Man X is widely considered to be a very accessible entry into the franchise for gamers.

Despite all this, X almost wasn't the star of his own game. The original intent was for Zero to be the main playable protagonist. However, the studio decided to lead with X and reduce Zero's role to a secondary support character. The series also diverted from the original in boss nomenclature. Gone were the "Man" suffixes on each boss in favor of unique names befitting the animal-like Reploids (replicate androids) that ruled each stage.



Mega Man X

The Journal of Dr. Cain

April 8

Still nothing. For the last month, I have been sifting through the dirt trying to find a fossil record which would verify my findings on Mesozoic plant life, but so far I have come up empty. Tomorrow, I'll move my archaeological dig to a new site. Maybe I'll have better luck.

April 9

Set up camp at the new site and laid out a preliminary gridwork for the dig. I got some odd readings at location E-46. It looks like something metallic is buried several meters below the surface. I think I'll begin there tomorrow.

April 10

I can't believe what I found! Several meters below the surface was the remains of a lab. Although most of the lab was damaged, I did manage to find papers that indicate that it belonged to the famous robot designer, Dr. Thomas Light. I've begun to review what is left of Dr. Light's notes and it looks like he was on to a major breakthrough. The notes keep referring to "the capsule" . . .

April 13

I found it. Standing 14 meters high and 8 meters wide, the capsule was hidden underneath a collapsed ceiling. Even underneath all the rubble, the capsule has remained intact and was still running some sort of diagnostic when I found it. There is a warning on the capsule, but all the indicators on the capsule show green. It should be safe to open it. I'll know tomorrow.

April 14

Today I met "X." Not simply a robot, X is something totally different. Light has given him the ability to think and make his own decisions. At times, X seems more like a man than a machine.

April 15

Light was a genius! I've been over his design notes and they are a quantum leap beyond anything the world has ever seen. Using them as a guide, I may be able to replicate his design and integrate them into a new generation of robots. I'll begin transporting X and the rest of Dr. Light's things back to my lab tomorrow.

November 22

With X's help I have completed my first "Reploid." Although I don't completely understand how all of Dr. Light's systems work, I was able to make some minor modifications and the Reploid seems to be functioning perfectly. His strength and intelligence seems limitless and he is fully able to make his own decisions. In fact, we got into our first argument. How intriguing!

January 3

The new Reploids have been running off the assembly line for several weeks. It's amazing how easily they have been able to adapt to even the most difficult jobs. It still is a bit odd to see them working side by side with humans, but everyone seems to be happy to accept them.

February 16

Three Reploids went "maverick" today and injured two people before they were stopped. This is the third instance of this type of behavior and I still have no idea of what is causing it! There is some talk about stopping the assembly of any more Reploids, but I don't think it will happen. Maybe we've become too dependent on them.

The council has now decided to set up a group of "Hunters" to destroy any maverick before it can cause injury. The Reploid named Sigma has been assigned to lead the Hunters. Sigma is one of the most intelligent Reploids I've created and contains my latest circuit designs. His systems should be immune to any problems.

May 16

It's been two months since Sigma took control of the Maverick Hunters and he and his hunters have been able to prevent any further injury to the population. Everyone is starting to breathe a little bit easier. . .

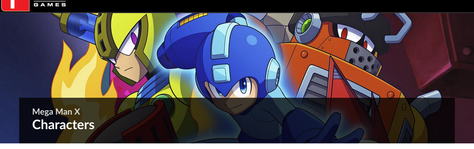
I am a little worried about X. He seems unsure of his place in life and what Dr. Light had planned for him. But given time, I'm sure he'll find his way. . . .

June 4

My worst nightmare has just come true. Sigma went maverick today and took most of the other hunters with him. His motives are unclear, but it seems that he "decided" that humans are inferior and limiting the growth of the Reploids. For that reason, he decided that all humans should be eradicated.

Most of the population is in hiding or trying to flee the city. I'm not sure how long we can hold out against Sigma's forces. I fear I've built the Reploids too well.

X is taking the news of the war very personally. He wants to join Zero, the new leader of the Maverick Hunters, when he goes after Sigma. I'm doubtful of their chances, but I won't stop him. Something has to be done. . . .



X

X is the first of Dr. Light's creations gifted with the ability to think and feel, features that led directly to X's desire to team up with Zero and the other Maverick Hunters in search of Sigma and the Reploids. X wants nothing more than for Dr. Light's wish to come true: that robots and humans could coexist in peace. But as so often is the case, peace can only come through war. And X must go after Sigma.

New Abilities

Put the Emergency Acceleration System to use and dash across the ground, through the air, or off ledges.

Mega Man X featured a lot more verticality than the prior series. Fortunately, X could Wall Kick his way up any surface!

Beginning with Mega Man X2, X could unlock devastating Giga Attacks that freeze the screen while X decimates the onscreen foes.

Zero

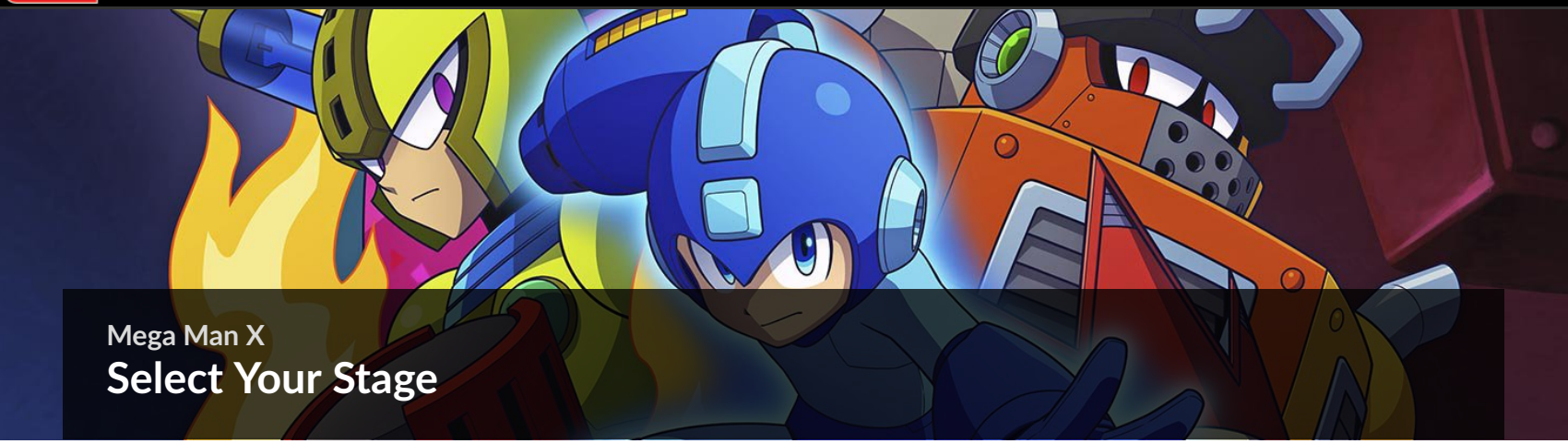
The star of the later Mega Man Zero series was originally designed to be the primary protagonist of Mega Man X. Players are introduced to Zero during the intro scene atop the highway in Mega Man X, when Zero swoops in to save X from certain demise, but it wasn't until Mega Man X4 that players were given a chance to control the red-armored Maverick Hunter. Unlike X, Zero is skilled at close-range combat, thanks to his mighty Z-Saber.

Zero took on greater roles in the series beginning with Mega Man X3, when players gained the ability to summon Zero. Though he couldn't travel beyond gates or assist in boss or sub-boss battles, it was impossible to die as Zero. Though he couldn't be summoned again if defeated, Zero would appear in the game's Doppler Stages and assist against the REX-2000.

Sigma

Created by Dr. Cain, this original leader of the Maverick Hunters was destined for greatness—if only he didn't defect to the very group he was tasked with eliminating. Sigma is the primary antagonist of the Mega Man X series and comes in several forms, ranging from a bald-headed humanoid to the golden Neo Sigma in Mega Man X2 and X3 to Reaper Sigma and Final Sigma in Mega Man X4 and X5, respectively. Thanks to Dr. Cain's brilliance, Sigma's programming continues to survive through the series (until events leading into Mega Man Zero), no matter how badly his suit is damaged.

Sigma's bald head and robot suit made an appearance in Dead Rising 3 as a downloadable costume for the Chuck Greene character.



Mega Man X

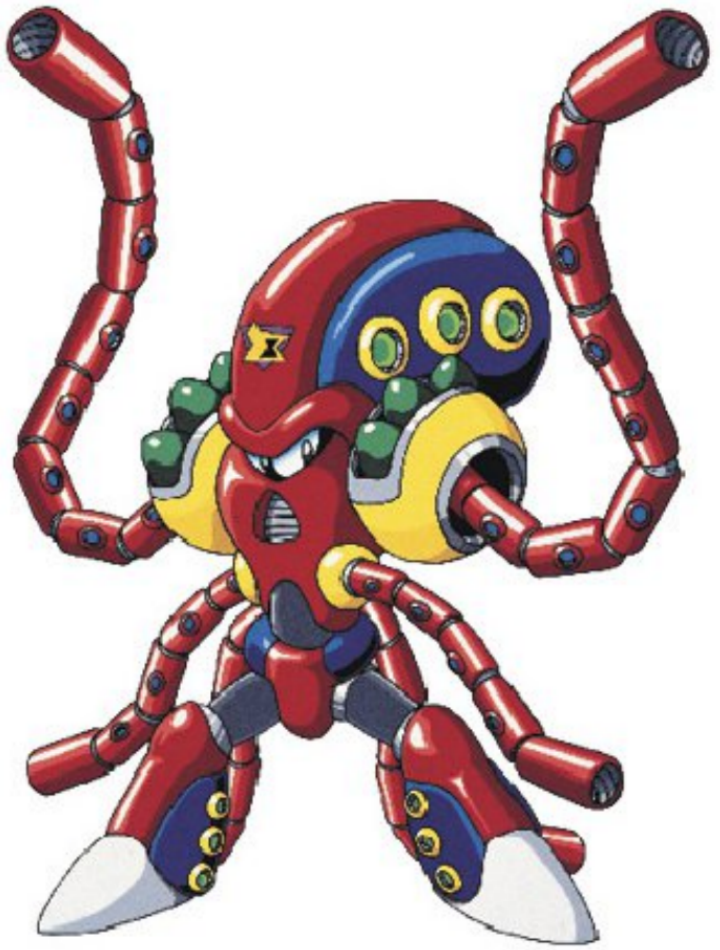
Select Your Stage

Armored Armadillo

Boomer Kuwanger

Chill Penguin

Flame Mammoth



Launch Octopus

Spark Mandrill

Sting Chameleon

Storm Eagle

Mega Man X

Rockman X: December 13, 1993

Mega Man X: January 1994

Mega Man X2

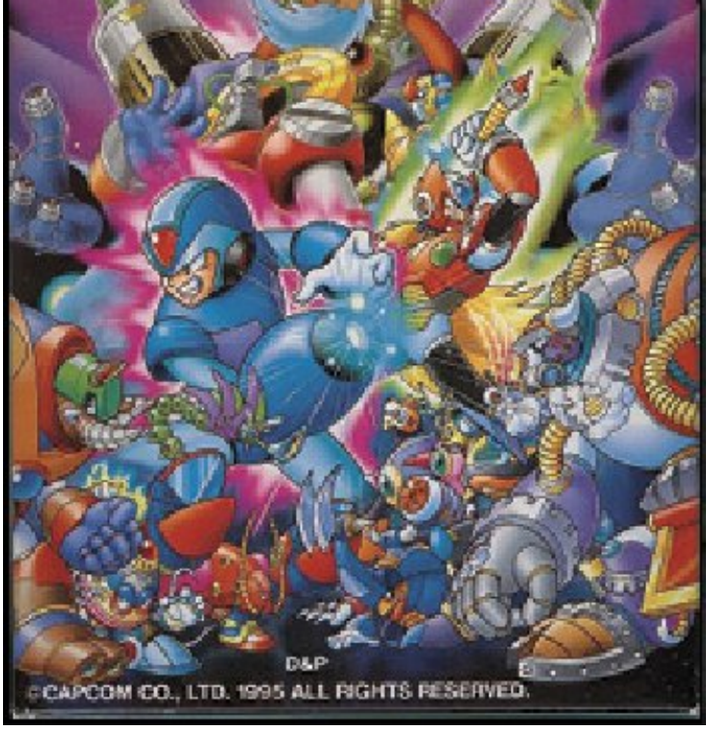
Mega Man X2: January 1995

Mega Man Xtreme

Rockman X: Cyber Mission—October 20, 2000

Mega Man Xtreme: January 10, 2001

Mega Man X3



Rockman X3: December 1, 1995

Mega Man X3: January 1996

Mega Man X4

Rockman X4: August 1, 1997

Mega Man X4: September 25, 1997

Mega Man Xtreme 2

Rockman X2: Soul Eraser: July 19, 2001

Mega Man Xtreme 2: November 2001

Mega Man X5

Rockman X: November 30, 2000

Mega Man X5: February 1, 2001

Tip

Mega Man X5 is the only game in the series to have a time limit on the Stage Select screen. Make your choices fast!

The original North American localization effort included renaming the original bosses after band members from the band Guns N' Roses. These names were changed back for the 2018 release of the Mega Man X Legacy Collection.

Mega Man X6

Rockman X6: November 29, 2001

Mega Man X6: December 4, 2001

Mega Man X7

Rockman X7: July 17, 2003

Mega Man X7: October 14, 2003

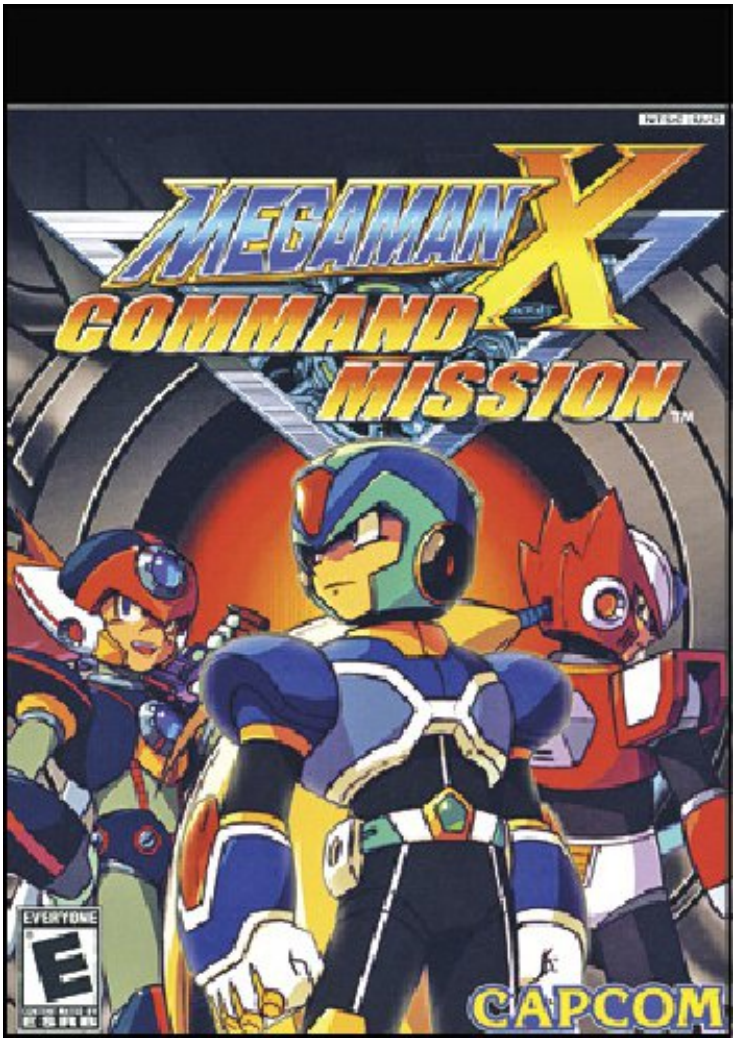
Mega Man X8

Rockman X8: March 10, 2005

Mega Man X8: March 10, 2005

Mega Man X: Command Mission

Rockman X: Command Mission: July 29, 2004

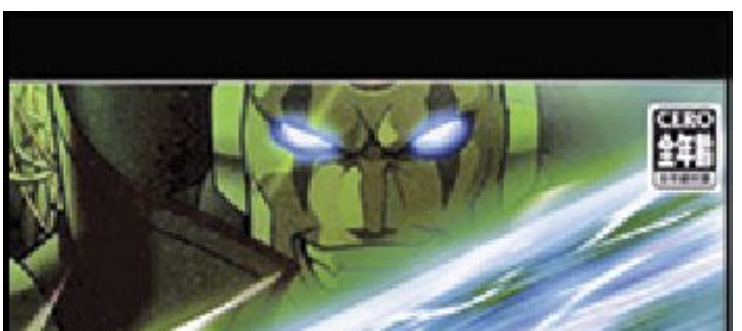


Mega Man X: Command Mission: September 21, 2004

Tip

Despite this being the only game in the series without Sigma, the English voice actor for Sigma, Dave Pettitt, voices the role of Epsilon in Mega Man X: Command Mission.

Mega Man Maverick Hunter X

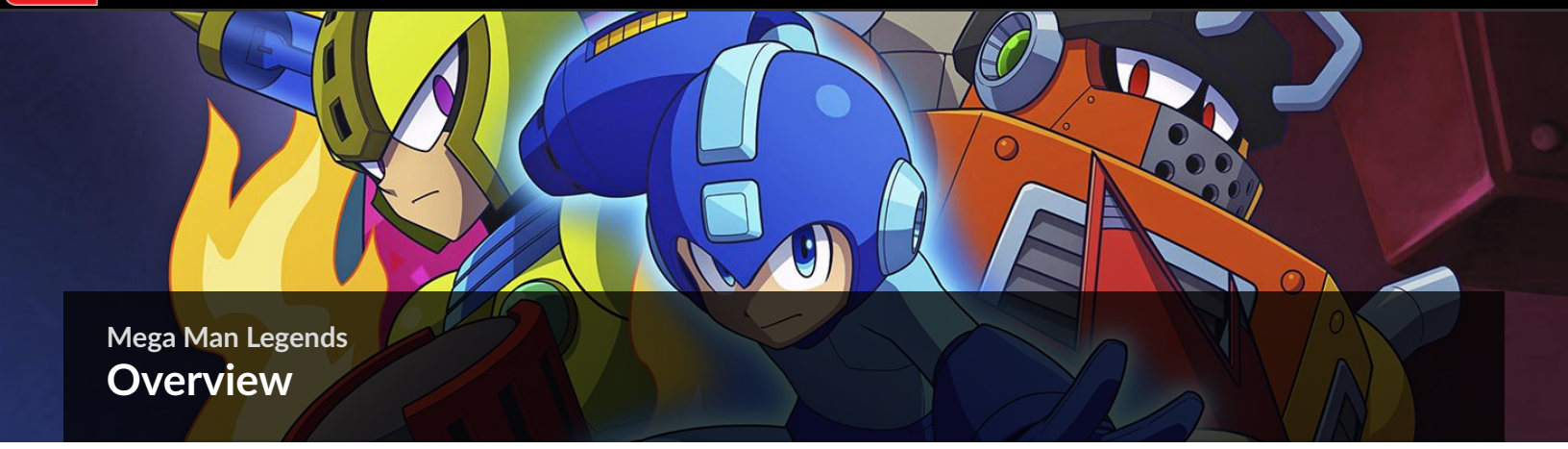


Rockman: Irregular Hunter X: December 2005

Mega Man: Maverick Hunter X: February 2006

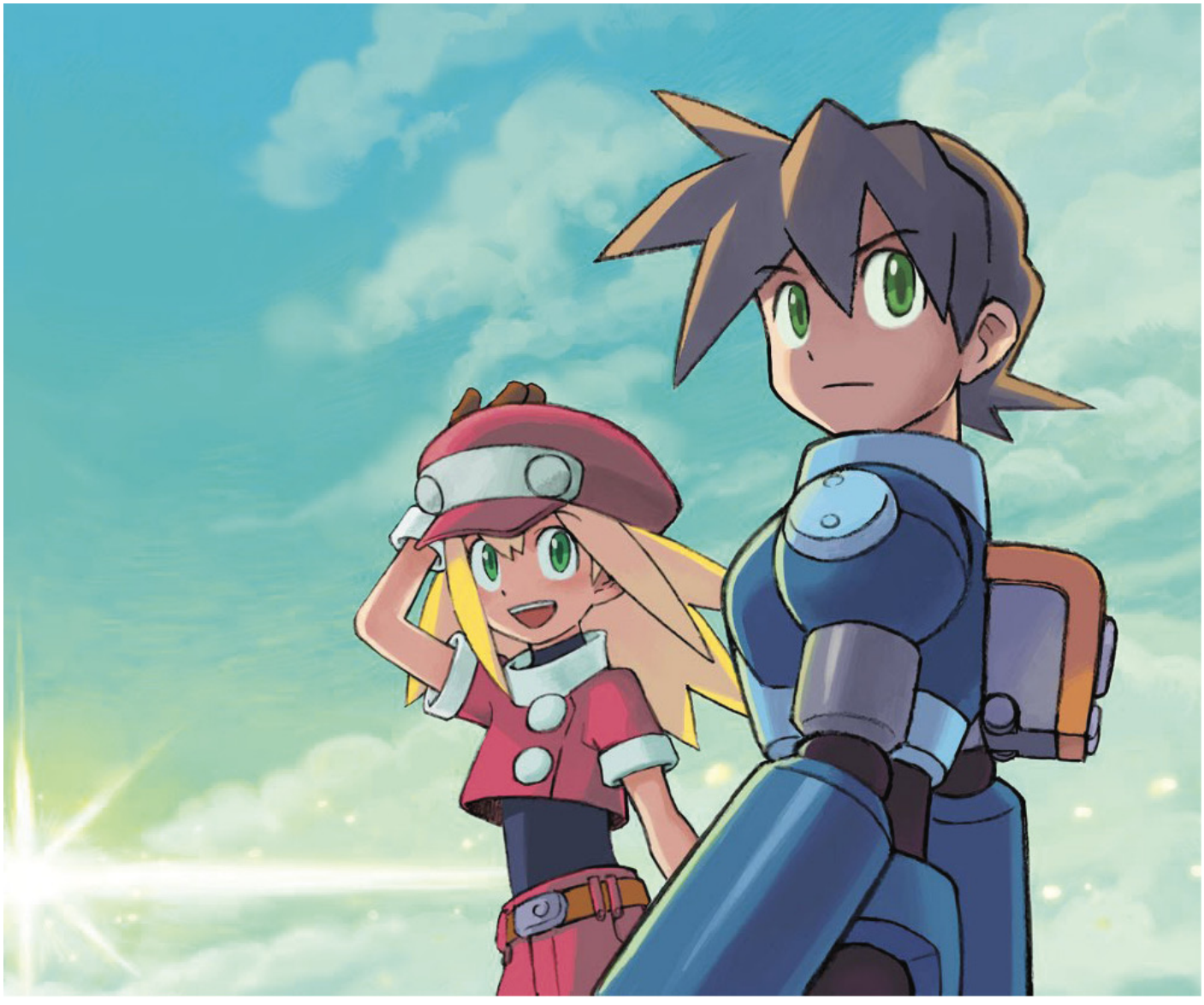
Tip

Mega Man X was given an enhanced remake in 2006 for the PlayStation Portable. Dubbed Mega Man: Maverick Hunter X in North America, the remake featured FMV story elements, 3D rendering, the ability to refight the bosses in Free Play mode, and the ability to play as Vile.

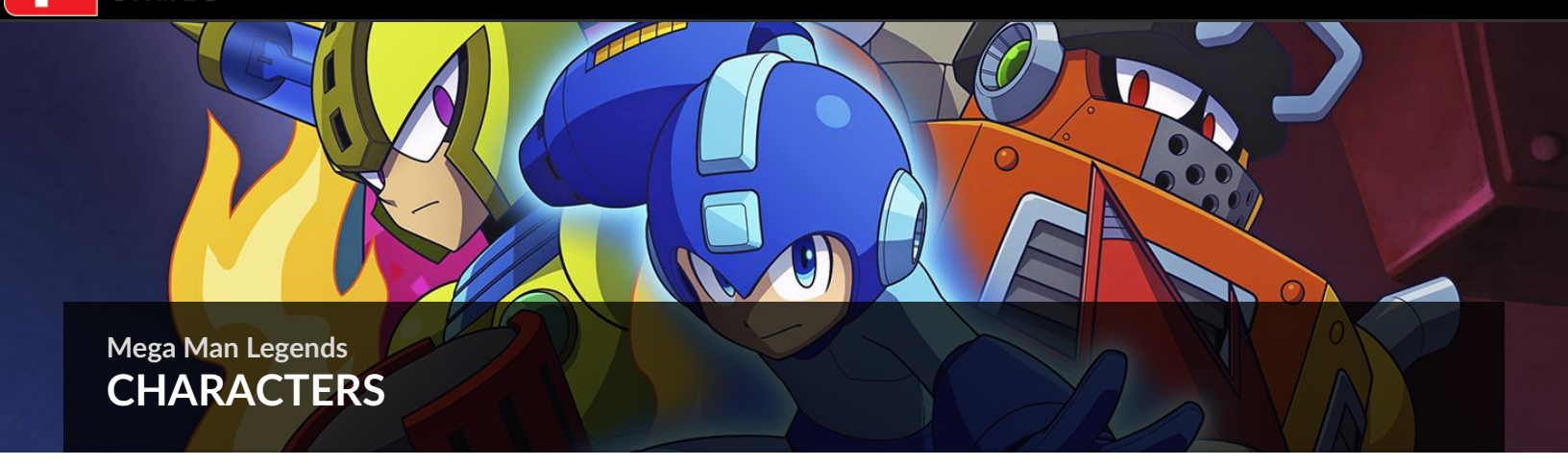


Mega Man Legends

Overview

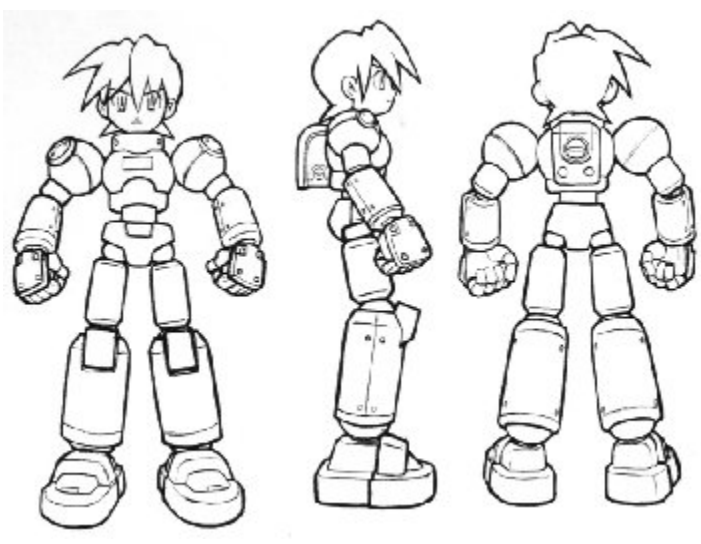


The second major spin-off series, Mega Man Legends (aka Rockman DASH in Japan), transported the 2D platformer far from its roots, into the distant and bustling genre of 1990s 3D action adventures. The player controls Mega Man Volnutt as he traverses what remains of the planet, searching for power sources in underground ruins and battling against feral Reaverbots and the Bonne family of air pirates. Mega Man Legends has minimal platforming, instead focusing on exploration, shooting, and story-driven cutscenes that swap between lighthearted humor and tragic, twisting plotlines.



Mega Man Legends
CHARACTERS

Mega Man Volnutt

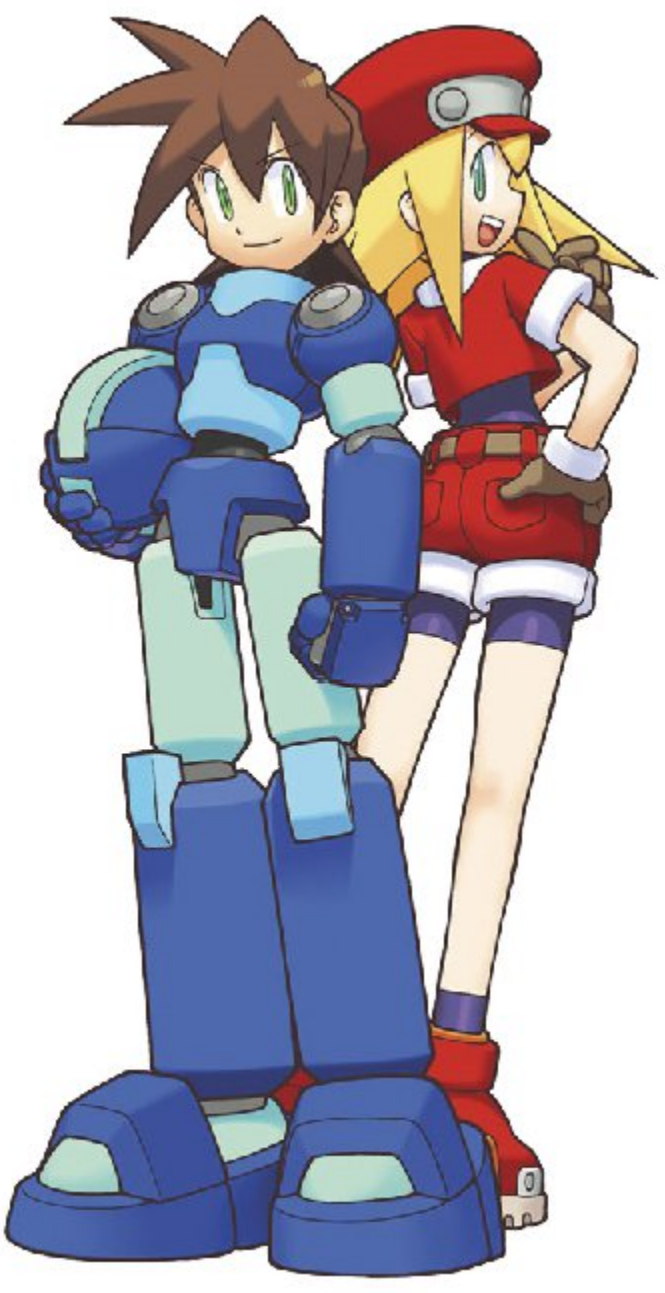


As a baby, Mega Man Volnutt was found buried in a ruin alongside the robotic monkey Data and was raised by Barrell Caskett. Barrell's granddaughter, Roll, named Mega Man Volnutt after one of her favorite video game characters. Around the age of 14, Mega Man Volnutt began his life as a Digger, eventually uncovering the mystery surrounding his origins.

Many years ago, Mega Man Volnutt was coincidentally known as Mega Man Trigger and served as a Purifier Unit for the Master—the last living human. Purifier Units were responsible for destroying Aberrant Units (known as Irregulars in Japan, similar to Mavericks from the Mega Man X series), which threatened the Master System. The Master System was created to watch over Carbons—synthetic life-forms designed in the image of humans.

Before dying, the Master realizes the Master System is unnecessary and tasks Mega Man Trigger with destroying it. The Master System units react in self-defense, thinking Mega Man Trigger has become Aberrant himself. Two opposing Mother Units, Yuna and Sera, end up in a climactic battle that almost obliterates Mega Man Trigger's body. He is transformed into a baby, and his memory is placed inside Data before Yuna seals both Mega Man Trigger and Sera in stasis fields on different islands, which is where Barrell Casket discovers him after a great period of time and the conflict between Yuna and Sera had passed into legend among the Carbons.

Roll Caskett



Roll is Mega Man Volnutt's digging partner, aiding him through her mechanical genius and acting as "Spotter," providing information and guidance while he explores ruins.

Although clearly inspired by Mega Man's "sister" Roll, from the Classic series, Roll Caskett is Mega Man Volnutt's love interest in Mega Man Legends. She is also given substantially more screen time and significance than her Classic counterpart.

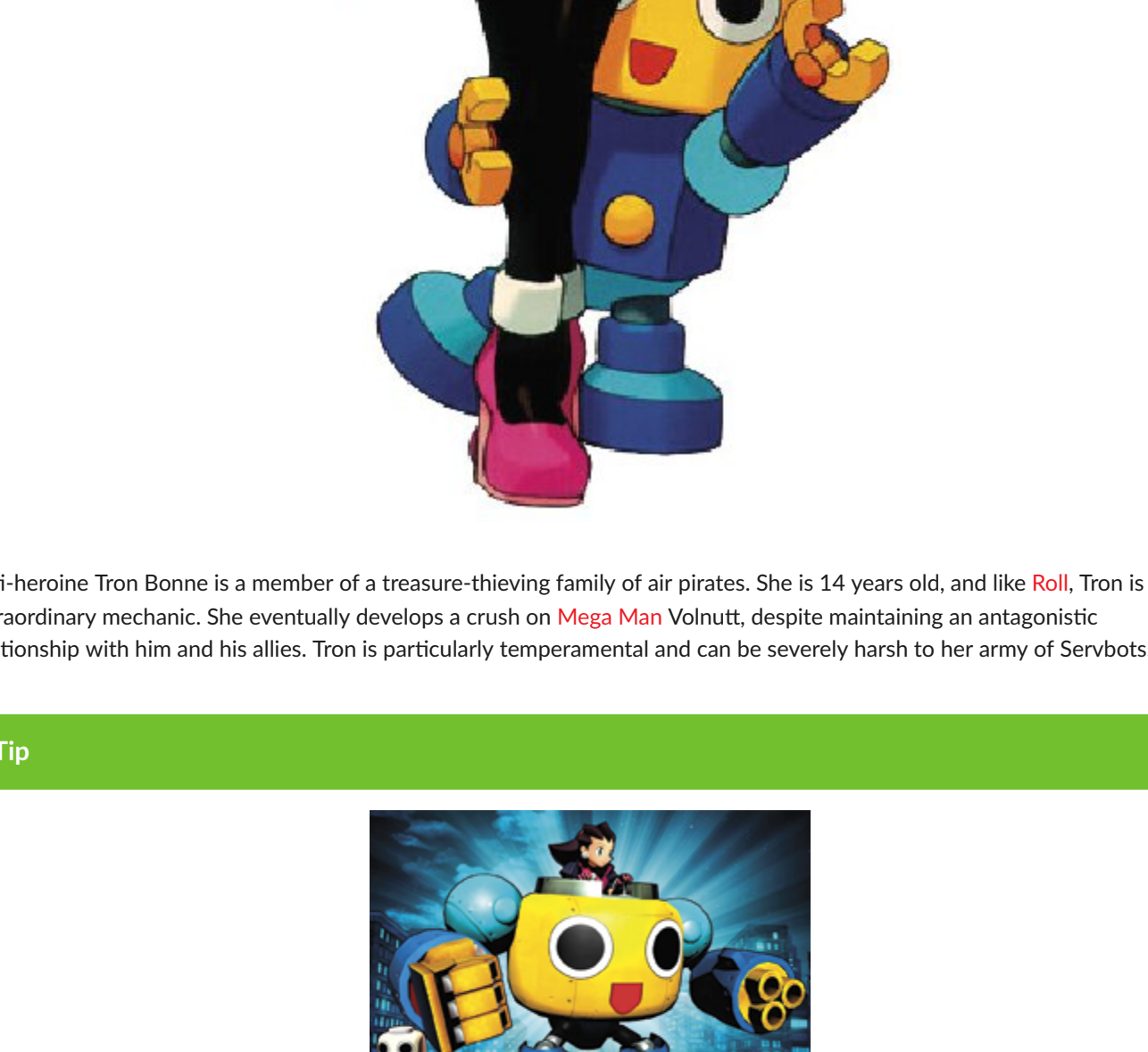
Tron Bonne

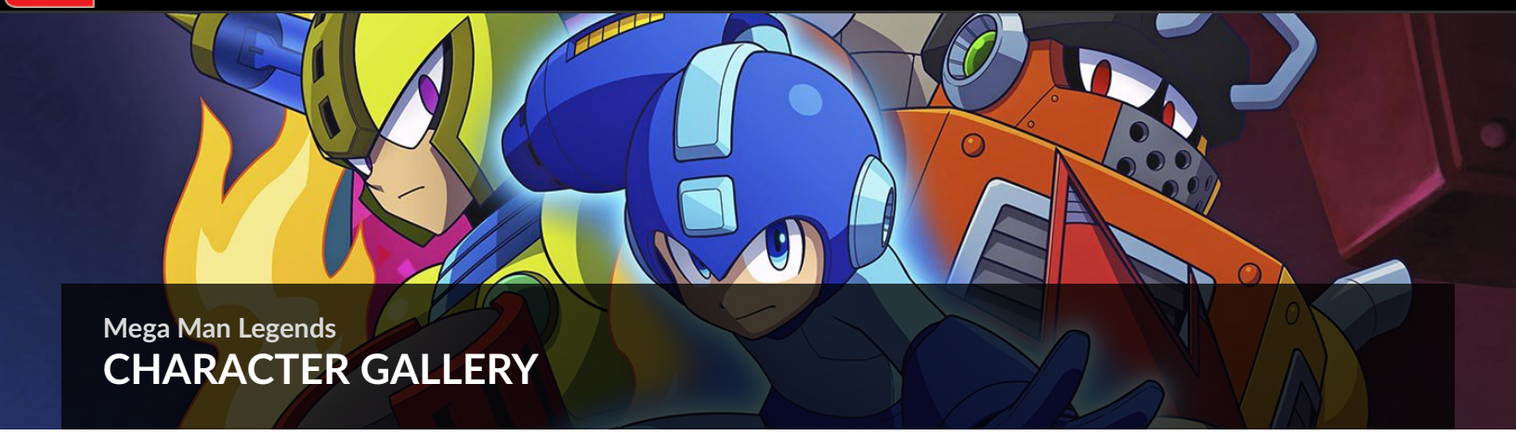
Anti-heroine Tron Bonne is a member of a treasure-thieving family of air pirates. She is 14 years old, and like Roll, Tron is an extraordinary mechanic. She eventually develops a crush on Mega Man Volnutt, despite maintaining an antagonistic relationship with him and his allies. Tron is particularly temperamental and can be severely harsh to her army of Servbots.

Tip

Servbots

These 41 all-purpose support bots were created by Tron, except for the 41st Servbot, whose origins are strangely unknown. The childlike Servbots have moderately distinct personalities and skill sets and are not the most reliable henchmen. They are loyal to the Bonne family and serve as the crew of the Bonne's Gesellschaft airship.

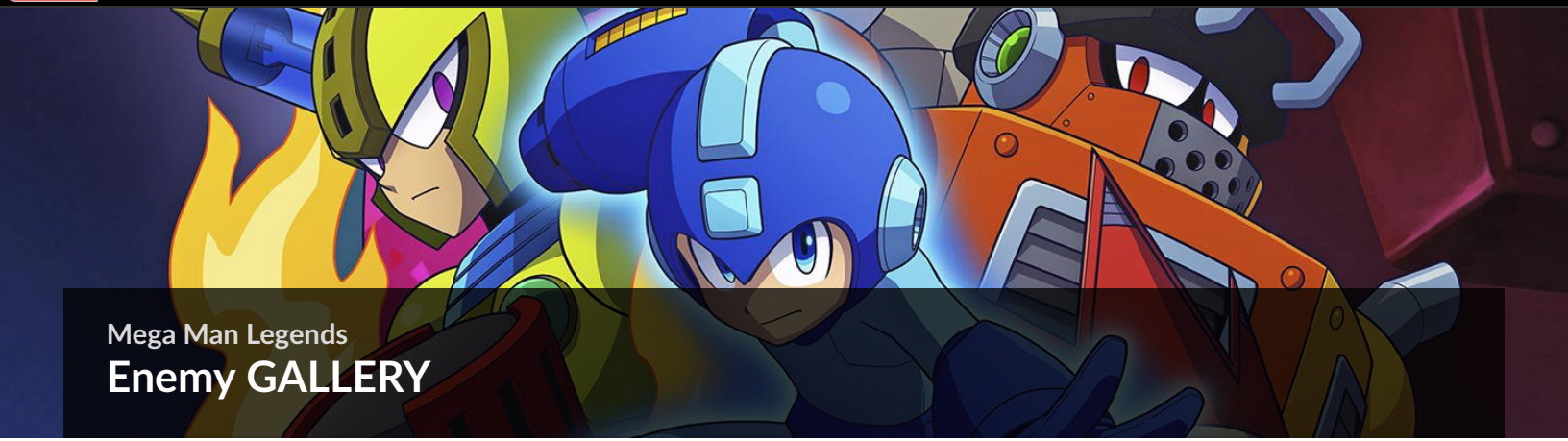




Mega Man Legends

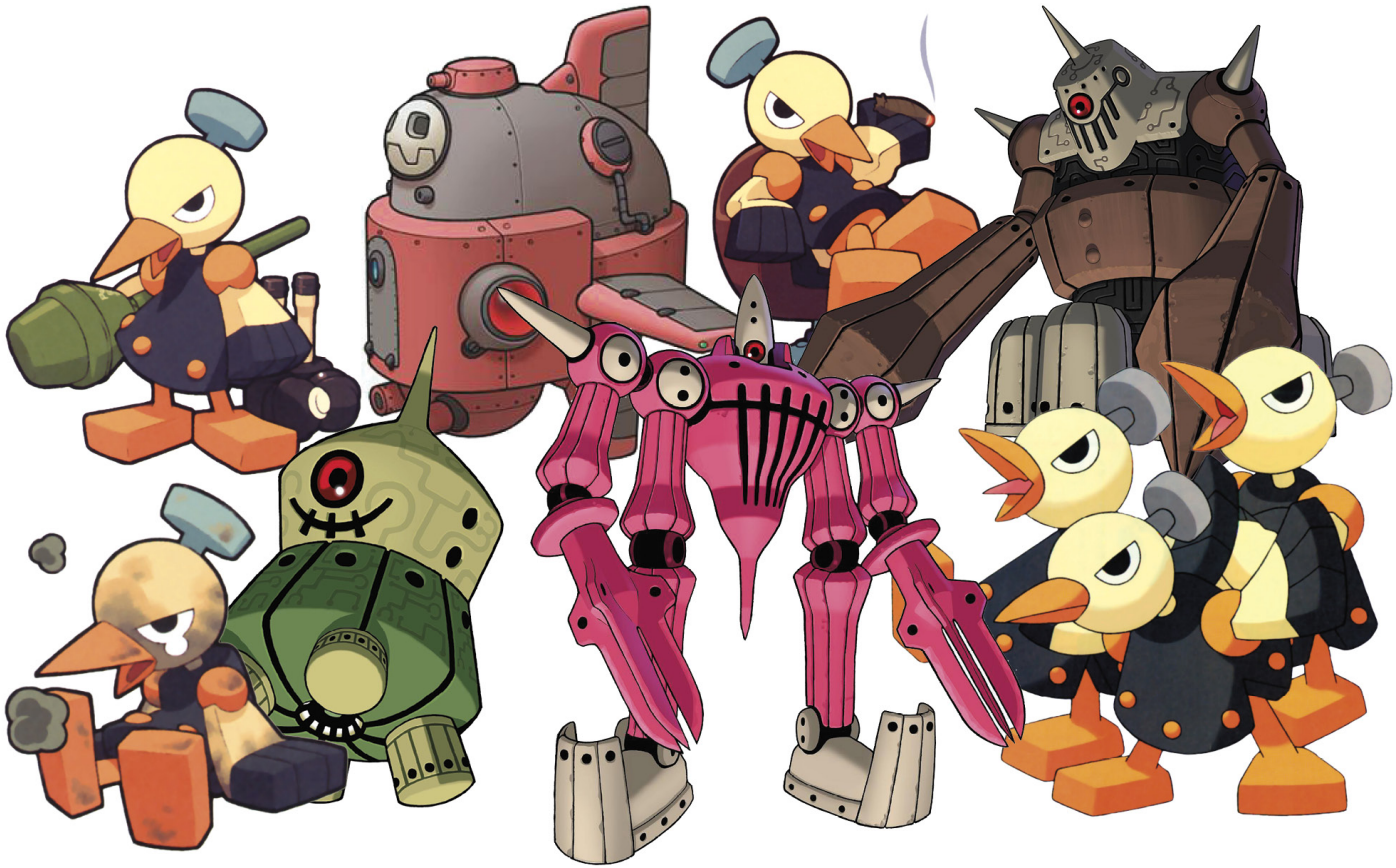
CHARACTER GALLERY

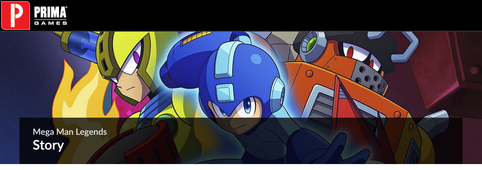
Tip



Mega Man Legends

Enemy GALLERY





Mega Man Legends
Story

Set thousands of years after the Mega Man ZX series in 80XX, the world known as Terra has been flooded and humans have been replaced by artificial life-forms known as Carbons (or "Decoys" in the Japanese version) who are capable of reproducing. In a Waterworld-esque turn of events, the global flooding equates to only a miniscule amount of islands remaining. Power sources are increasingly scarce, and "Diggers" have begun excavating ancient ruins in search of quantum refractors, with the hope of finding the Mother Lode—an alleged source of infinite power.

Mega Man Legends

Rockman DASH—Episode 1: Adventurous Spirit of Steel: December 18, 1997

Mega Man Legends: August 31, 1998

Tip

Mega Man Legends 2

Rockman DASH 2—Episode 2: Great Inheritance: April 20, 2000

Mega Man Legends 2: October 24, 2000

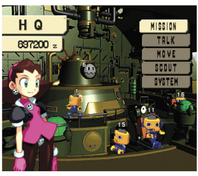
Mega Man Legends 2 dives much deeper into Mega Man Volnutt's past, as Sera is accidentally freed from stasis during a rescue mission. She intends to activate the Carbon Reinitialization Program, which would use the genetic code from the Master's library to clone new humans and wipe out Carbons, restoring the ancient and now extinct race of humans to its former position as rulers of the planet.

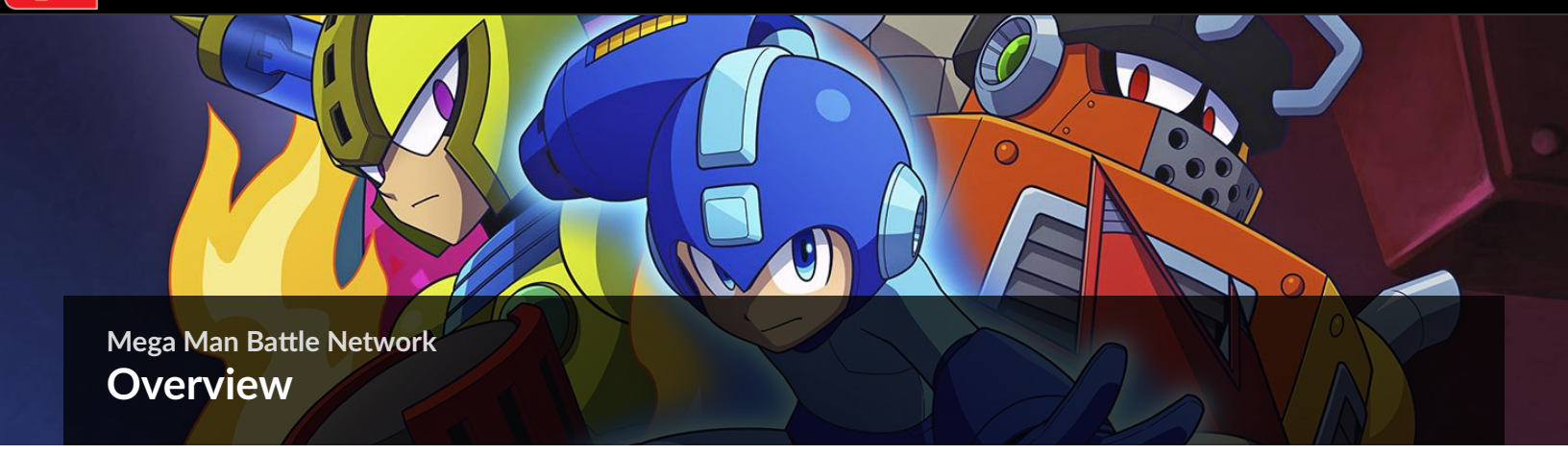
The Misadventures of Tron Bonne

Tron and Henchmen: July 22, 1999

The Misadventures of Tron Bonne: April 30, 2000

TheMisadventures of Tron Bonne is a prequel released between Mega Man Legends and Mega Man Legends 2. Unlike the main Legends titles, The Misadventures of Tron Bonne features several distinct types of gameplay, depending on the active mission. Tron's relationship with her Servbots is vital to both the gameplay and the story, allowing her to customize, train, and upgrade each bot individually. She can even pick a favorite!

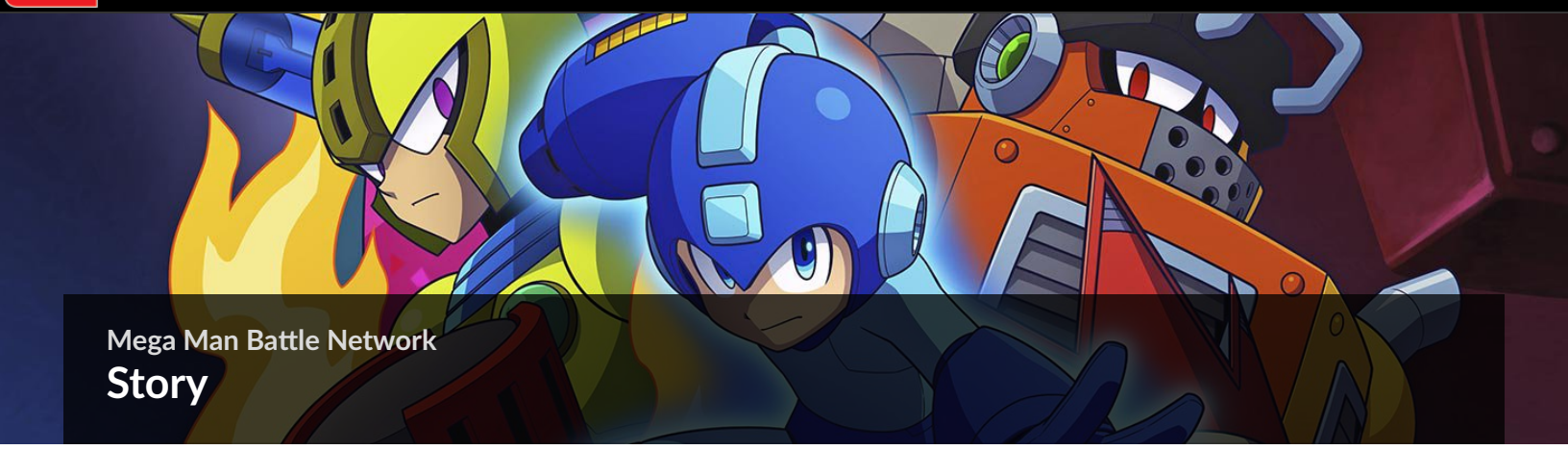




Mega Man Battle Network

Overview

In celebration of Mega Man's 15th anniversary, the franchise made the jump from action-platformer to tactical role-playing game with the 2001 release of Mega Man Battle Network. This fourth subseries featured a young boy named Lan Hikari and his NetNavi MegaMan.EXE as they fought cybercrime in a society completely reliant on the Net. As Lan, players explored the town of ACDC, accepting quests and searching for Battle Chips that functioned much like cards in a collectible card battling game. But once "jacked in" to the Net, players fought as MegaMan.EXE in a gridded arena, with each side having its own 3x3 section. The success of this first game spurred a lengthy series on the Game Boy Advance and Nintendo DS consoles, ultimately concluding with Mega Man Battle Network 6.

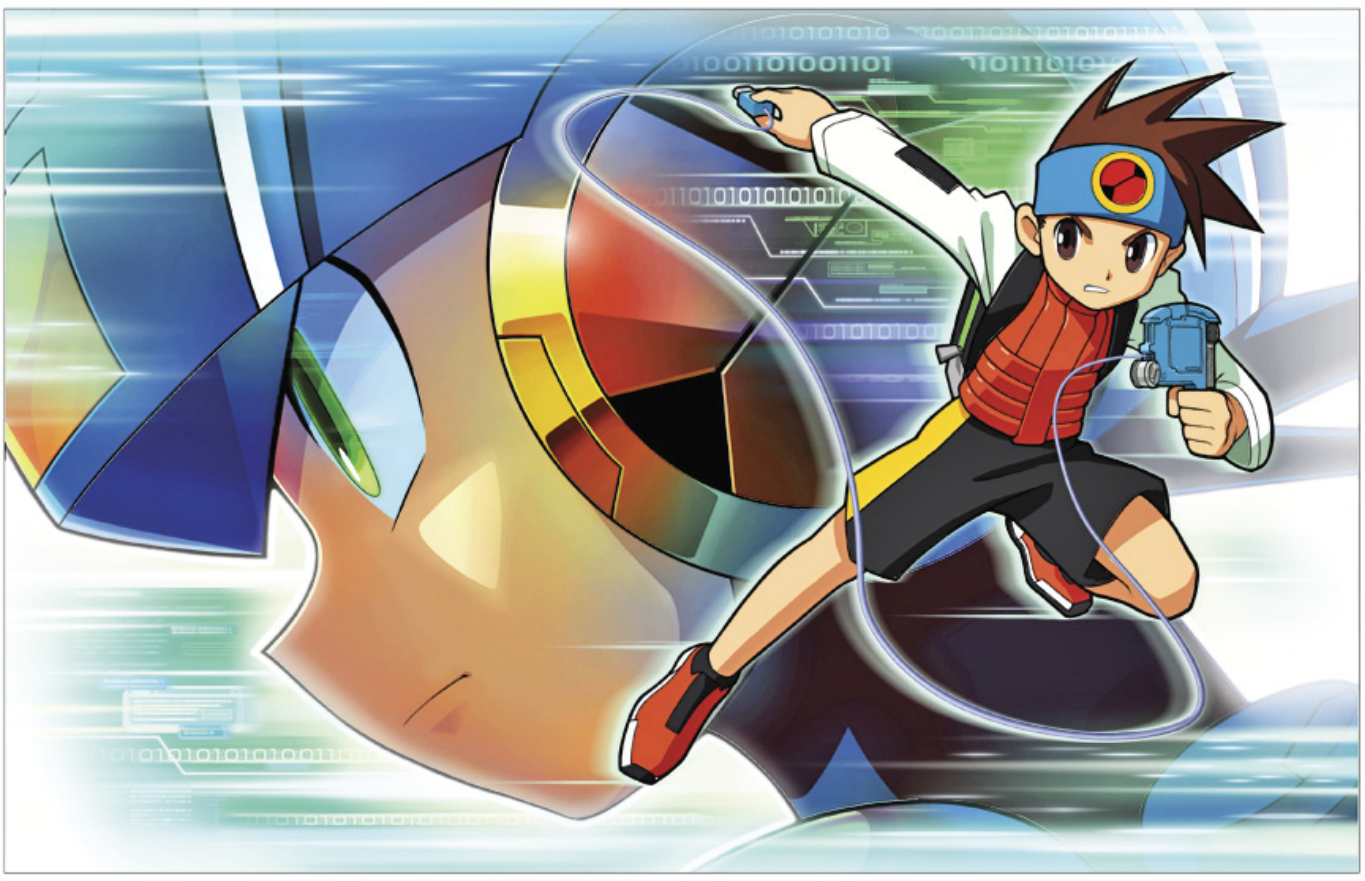


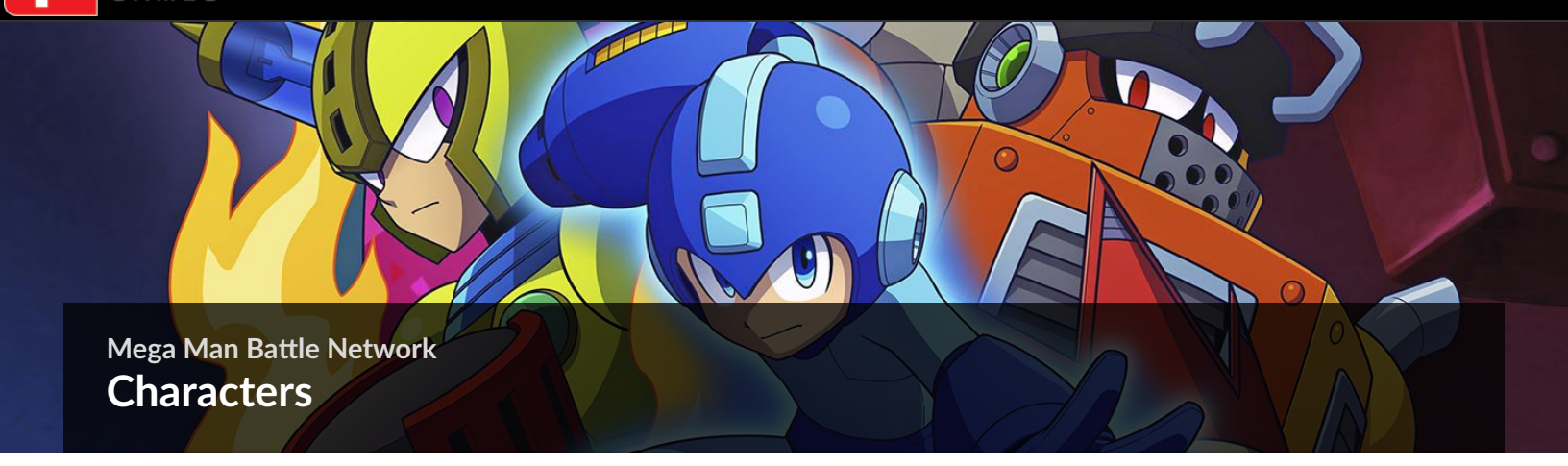
Mega Man Battle Network

Story

In the near-future of 20XX, all facets of modern living have become reliant on a vast computerized network—one utterly vulnerable to hackers and viruses. Lan Hikari, like all fifth graders in the town of ACDC, is studying how to explore the virtual world of the Net with his avatar, the NetNavi MegaMan.EXE. As Lan's proficiency with MegaMan.EXE grows, so does his interest in solving the crimes impacting other NetNavis and their NetOps. He soon discovers an organized crime ring called the WWW (World Three), led by Dr. Wily. Jealous over the lack of funding for his robotics research, Dr. Wily embarks on a quest to assemble a virus capable of disabling the Net, along with every device connected to it. It's up to Lan and MegaMan.EXE to stop him!

WWW wasn't the only group to threaten the Net. A chaotic group called Gospel emerged in Mega Man Battle Network 2. Though WWW and Dr. Wily returned for the third installment, Lan and MegaMan.EXE had a much larger problem in Mega Man Battle Network 4, namely an asteroid hurtling toward Earth! Only by demonstrating their prowess against a host of competitors in NetBattle tournaments could they get the chance to face off against Duo.EXE and save Earth. The series continued for Lan and MegaMan.EXE through to the sixth and final installment, after which Lan and his classmates are shown growing into adulthood, starting families, and building careers.





Mega Man Battle Network

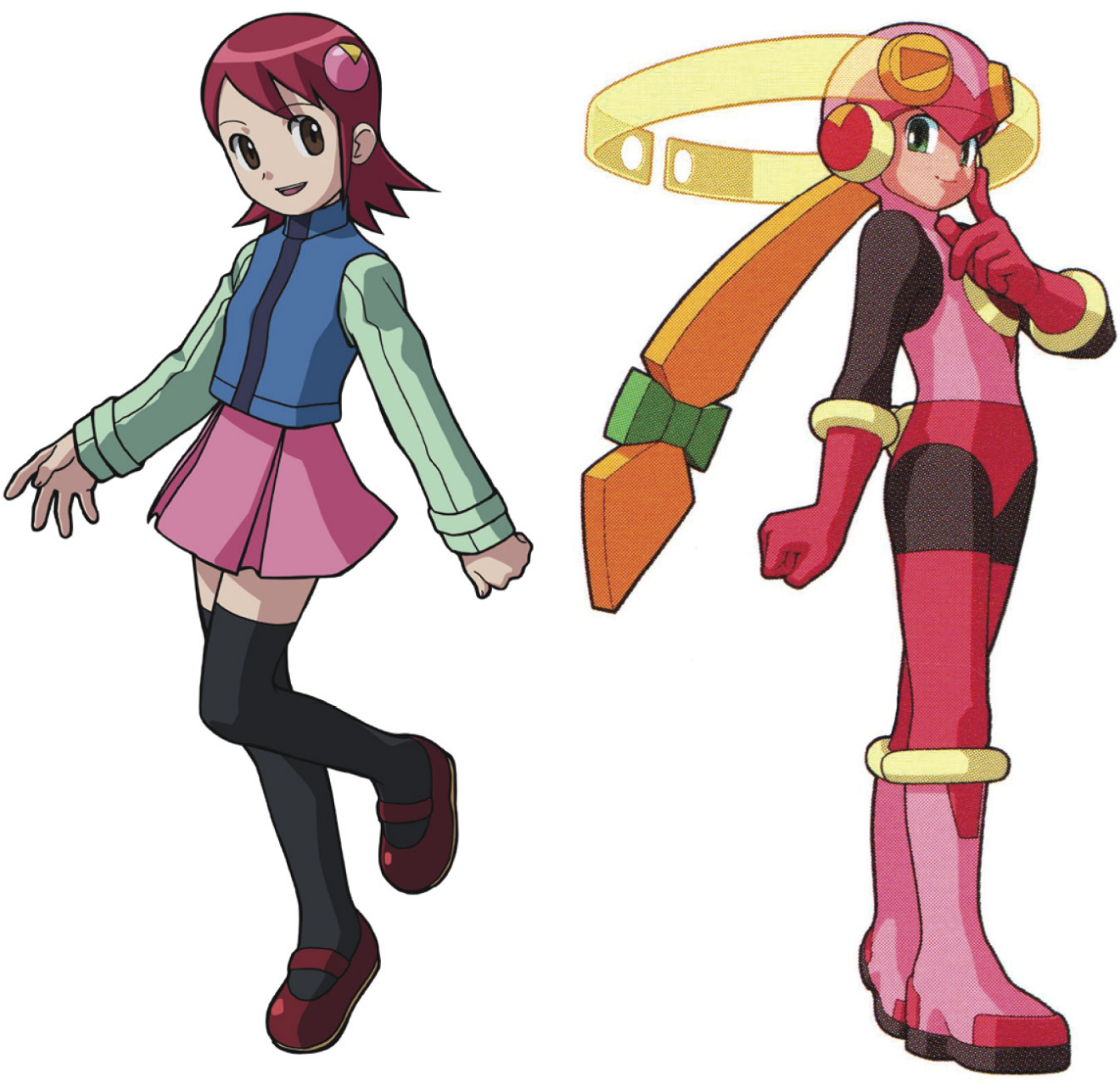
Characters

Lan Hikari

Lan Hikari is the fifth-grade son of the famous scientist Dr. Yuichiro Hikari and the grandson of Dr. Tadashi Hikari, the inventor of the PET. Given his family roots, it was only natural for Lan to strive to be the greatest NetBattler the world had ever seen. And he's on his way, provided he can overcome his nemesis, Chaud Blaze and ProtoMan.EXE. Lan forms quite the bond with his NetNavi, MegaMan.EXE, and in doing so takes on a variety of crime organizations.

Lan is a rambunctious boy, daring, and well liked among his friends. When not participating in NetBattles, Lan can be found playing soccer, skating, or fending off the flirtatious advances of his close friend and neighbor, Mayl.

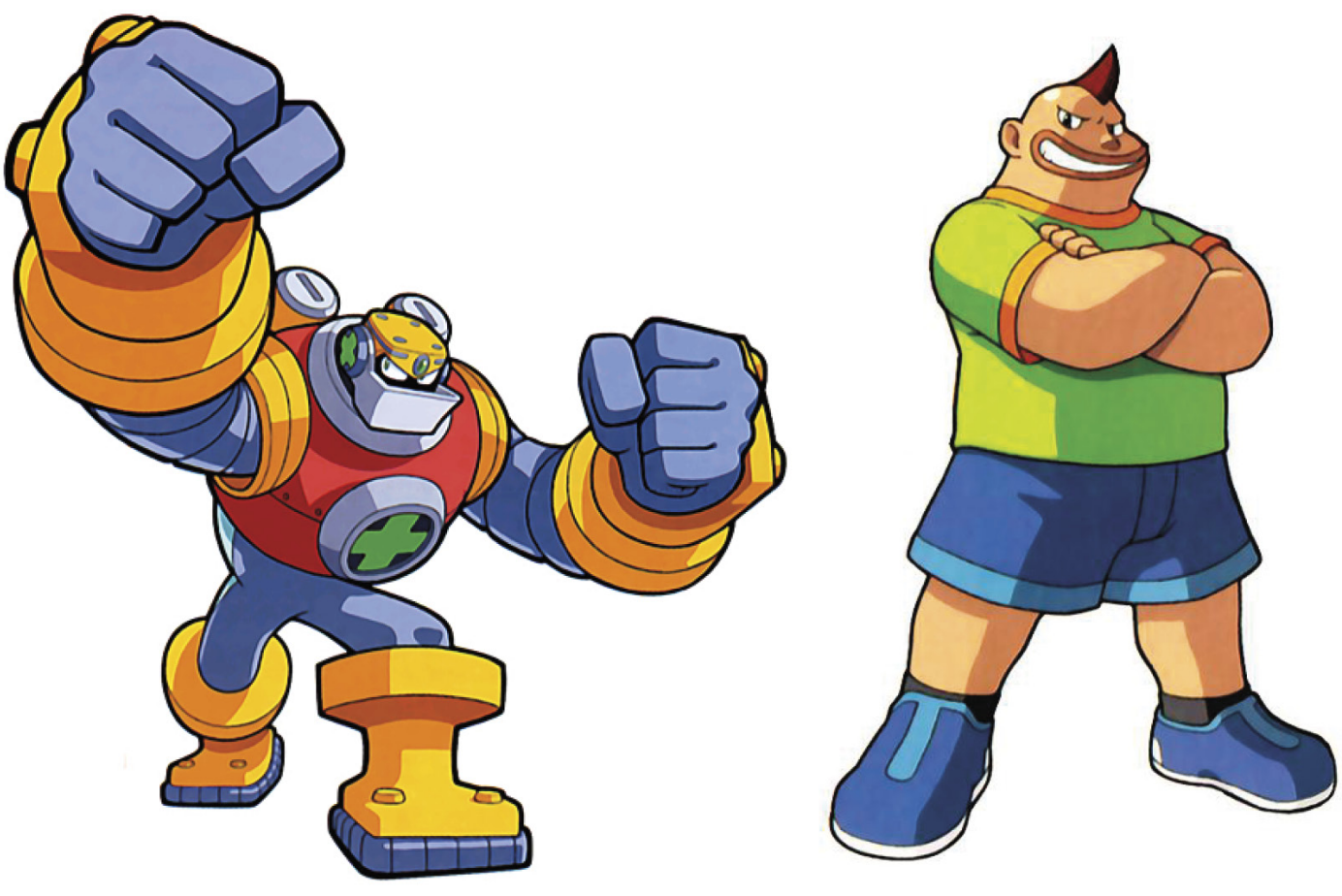
Mayl Sakurai



Mayl (Maylu in the anime) is Lan's neighbor and classmate at the school in ACDC town. An intelligent character determined to keep Lan out of trouble, Mayl would certainly like her relationship with Lan to move beyond friendship and gets jealous when other girls steal his attention from her.

Mayl's NetNavi, Roll.EXE, is based on Roll from the other games and is primarily a support NetNavi. Roll can heal other NetNavi and even be used as a Battle Chip that deals a powerful attack that not only damages enemies but also heals MegaMan.EXE.

Dex Ogreon



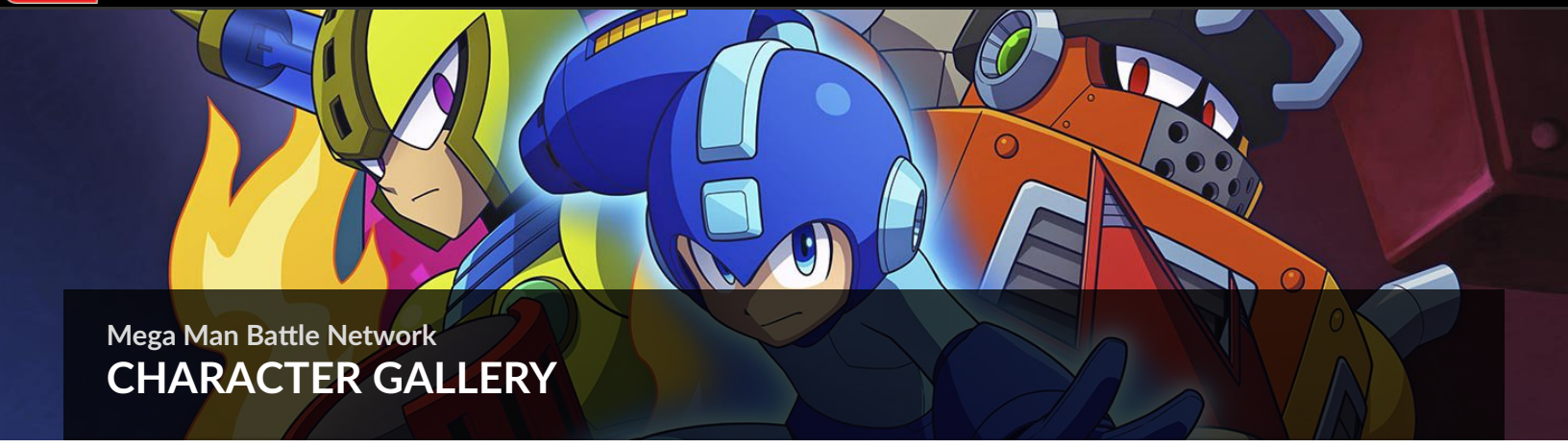
Dex is both friend and rival to Lan at school and within the Net, often battling his NetNavi GutsMan.EXE against MegaMan.EXE. Despite his size and abrasive attitude, Dex is a big softy, always willing to do what he can to help Lan and his friends, especially if that someone is Mayl.

Dex's NetNavi, GutsMan.EXE, mimics the size and power of Dex and is predominantly a melee fighter, reliant on his giant fists and powerful hammer to overcome his sluggish movement speed. Lan and MegaMan.EXE can battle against GutsMan.EXE in each of the first four games in the series.

Mr. Match

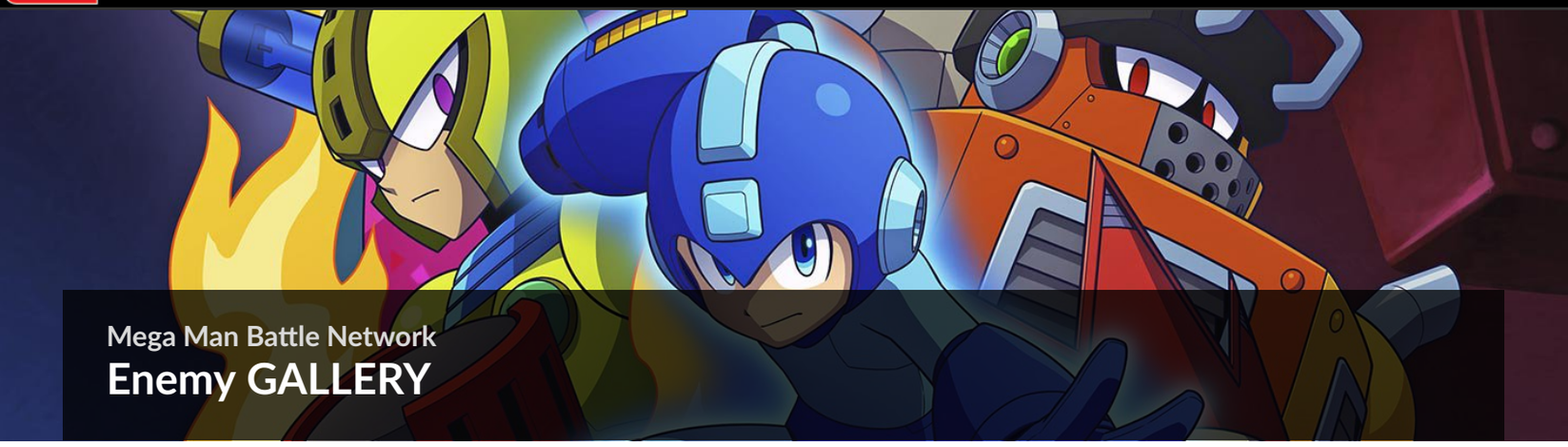
Mr. Match is an early member of the WWW and uses his NetNavi FireMan.EXE to support Dr. Wily's search for the LifeVirus components in the first game. Apparently left to smolder, Mr. Match returns in Mega Man Battle Network 2 with HeatMan.EXE, then again in the third game with FlameMan.EXE before finally being taken into custody. Nevertheless, Mr. Match also appears in Mega Man Battle Network 4 with FireMan.EXE.

FireMan.EXE has veritable flamethrowers for cannons and is capable of multiple close-range fire-based attacks. He is responsible for the outbreak of seemingly inexplicable oven fires during the early part of Mega Man Battle Network.



Mega Man Battle Network

CHARACTER GALLERY



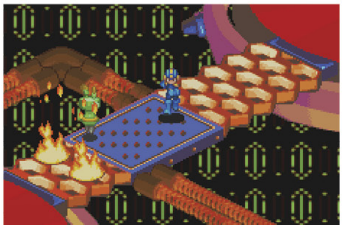
Mega Man Battle Network

Enemy GALLERY

Mega Man Battle Network

Rockman.EXE: March 21, 2001

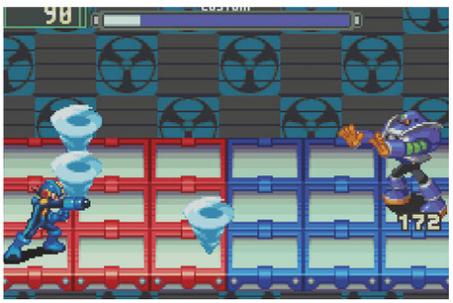
Mega Man Battle Network: *October 31, 2001*



Mega Man Battle Network 2

Battle Network Rockman EXE 2: *December 14, 2001*

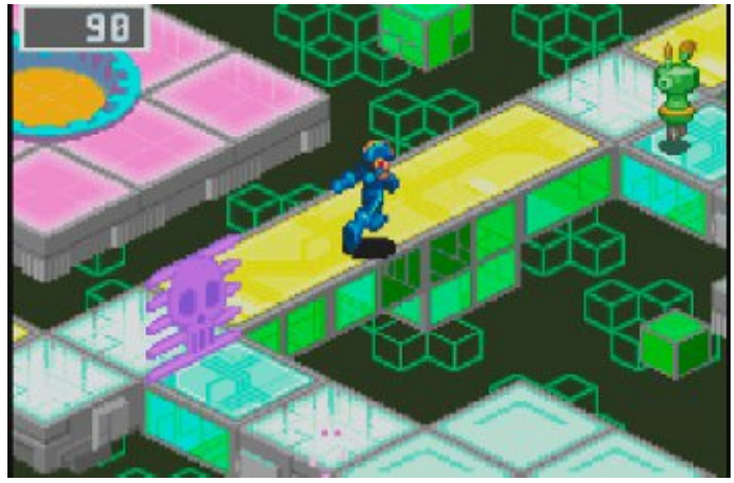
Mega Man Battle Network 2: June 12, 2002



Mega Man Battle Network 3

Battle Network Rockman EXE 3: Black: March 28, 2003

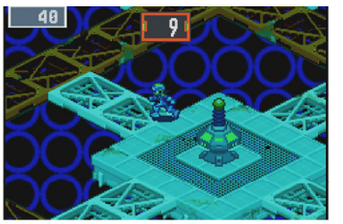
Mega Man Battle Network 3: White: June 24, 2003

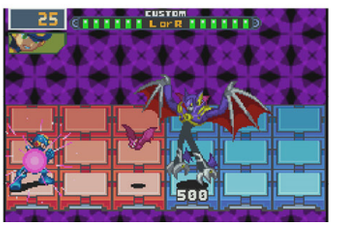


Mega Man Battle Network 4

Rockman EXE 4: Tournament Red Sun: December 14, 2003

Mega Man Battle Network 4: Blue Moon: June 27, 2004





Mega Man Battle Network 5

Rockman EXE 5: Team of Colonel: February 24, 2005

Mega Man Battle Network 5: Team ProtoMan: June 21, 2005

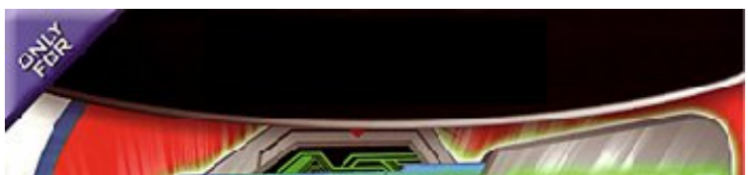
Mega Man Battle Network 6

Rockman EXE 6: Cybeast Falzar: November 23, 2005

Mega Man Battle Network 6: Cybeast Gregar: June 13, 2006

Mega Man Network Transmission

Rockman EXE Transmission: March 6, 2003

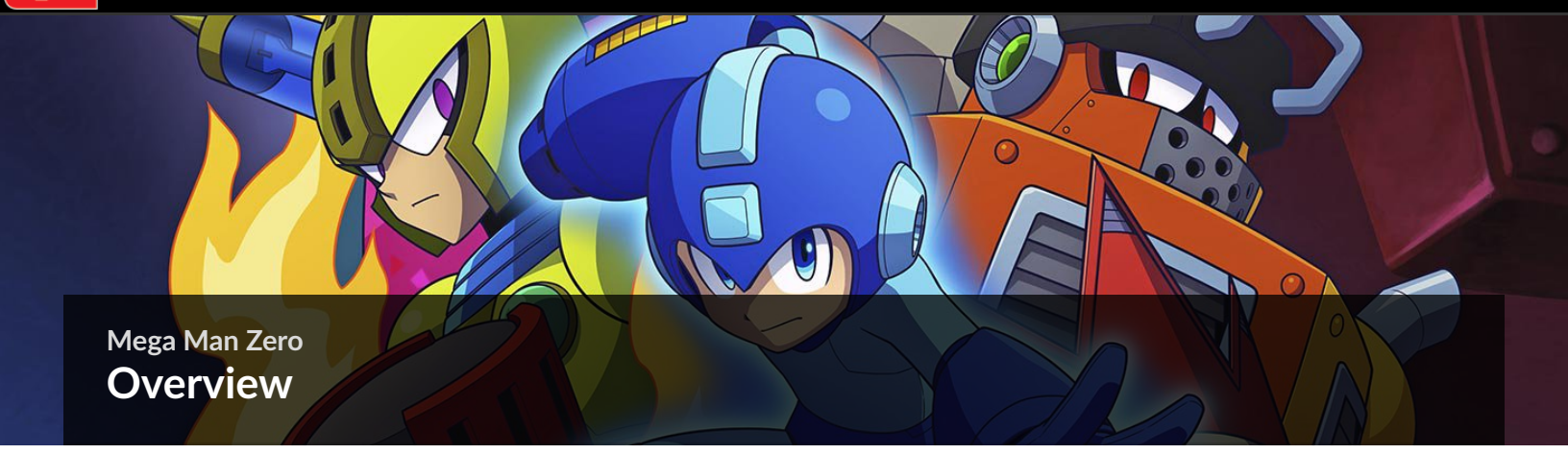


Mega Man Network Transmission: June 17, 2003

Mega Man Battle Chip Challenge

Rockman EXE Battle Chip GP: August 8, 2003

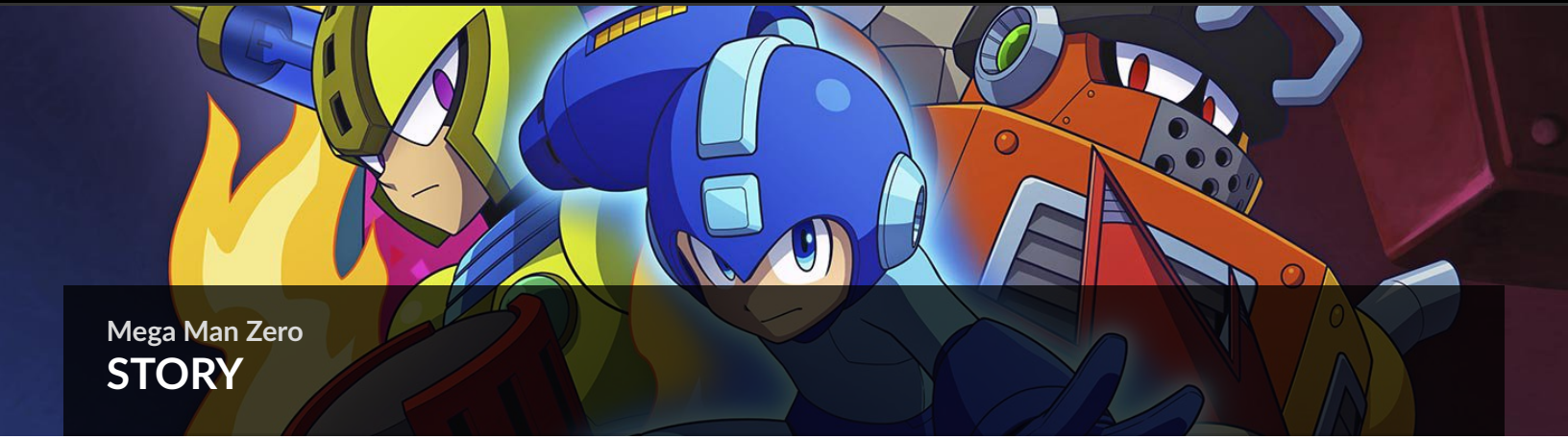
Mega Man Battle Chip Challenge: March 2, 2004



Mega Man Zero

Overview

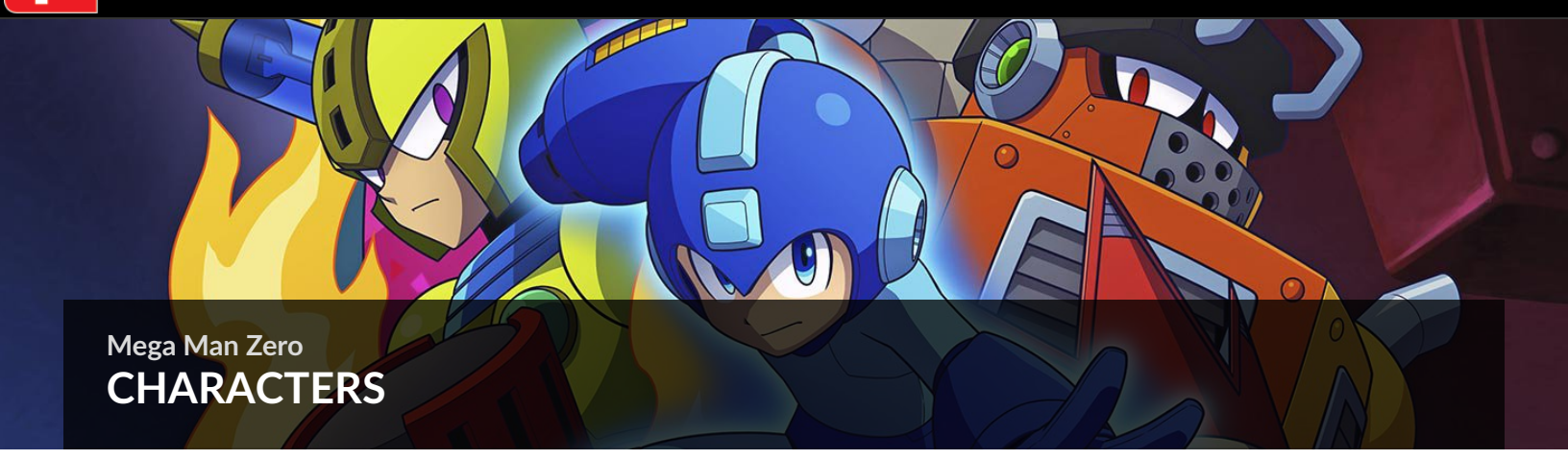
If you like cutting things in half with a beam sword, Mega Man Zero is the series for you! This game was developed exclusively for the Game Boy Advance and performed well enough to receive three annual sequels. It is the first major spin-off series in which some form of Mega Man is not the main protagonist, with that honor going to Zero. In addition to a variety of gameplay changes, the Mega Man Zero series is notable for including the deaths of both Mega Man X and Zero himself.



Mega Man Zero

STORY

A hundred years have passed since the conclusion of the Mega Man X series. Following the defeat of the Mavericks in the Maverick Wars, humans and Reploids live harmoniously in the utopian Neo Arcadia. As energy sources begin to dwindle, the ruler of Neo Arcadia, Copy X, sets out to ruthlessly purge the world of Reploids, thereby reducing energy consumption. A young scientist named Ciel forms the Resistance alongside the remaining Reploids in an attempt to stop their own genocide. All seems lost, however, until the Resistance stumbles upon a legendary Maverick Hunter...



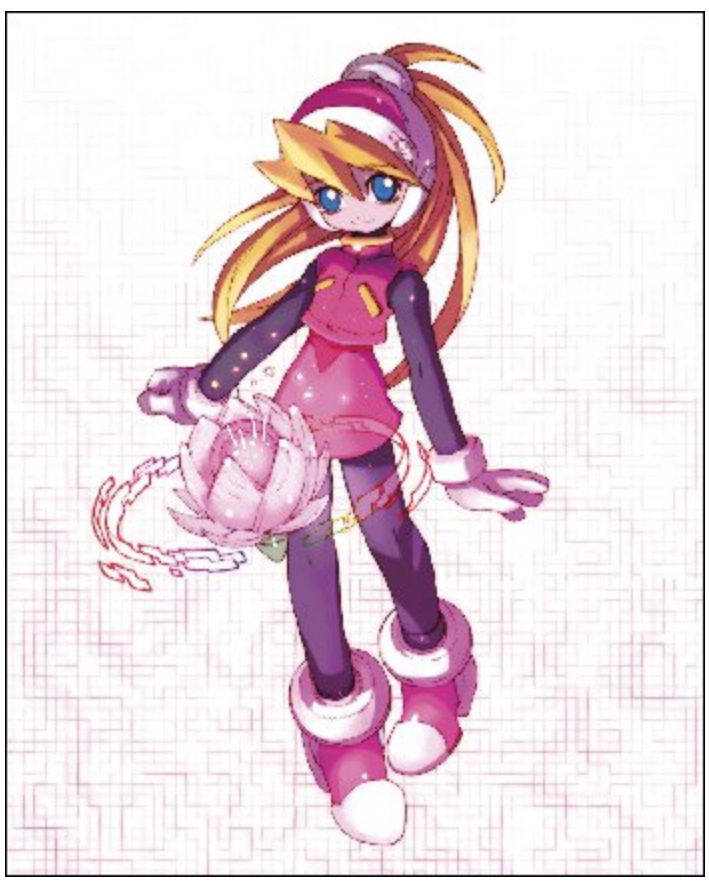
Mega Man Zero
CHARACTERS

Zero

Following the events of the Mega Man X games, Zero is once more sealed away in suspended animation, this time in a new body, only to be revived a century later by Ciel. Assisted by Ciel and the Cyber-elves, Zero sets out to aid the Resistance in their battle against Copy X and the forces of Neo Arcadia. At the end of Mega Man Zero 4, Zero ultimately sacrifices himself to destroy a colossal space cannon, saving the entire planet as his final act.

Ciel

Ciel is a kindhearted, technologically altered human prodigy manufactured by Neo Arcadia and specializing in Reploid research and development. Upon the disappearance of Mega Man X, Ciel created Copy X to take his place. Once Copy X turned on the Reploids, Ciel's guilt led her to form the Resistance.

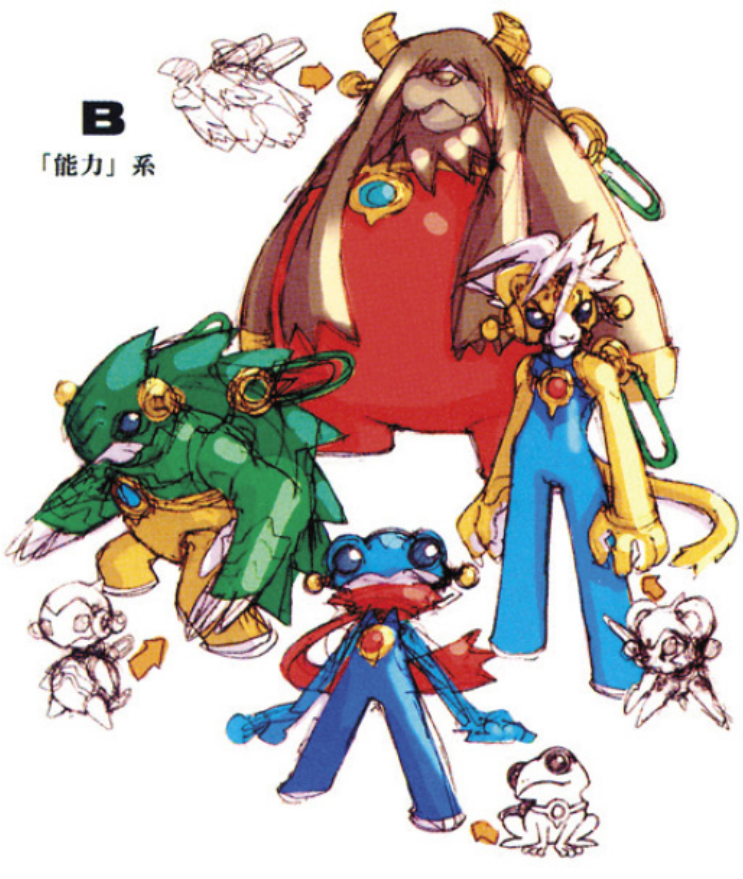


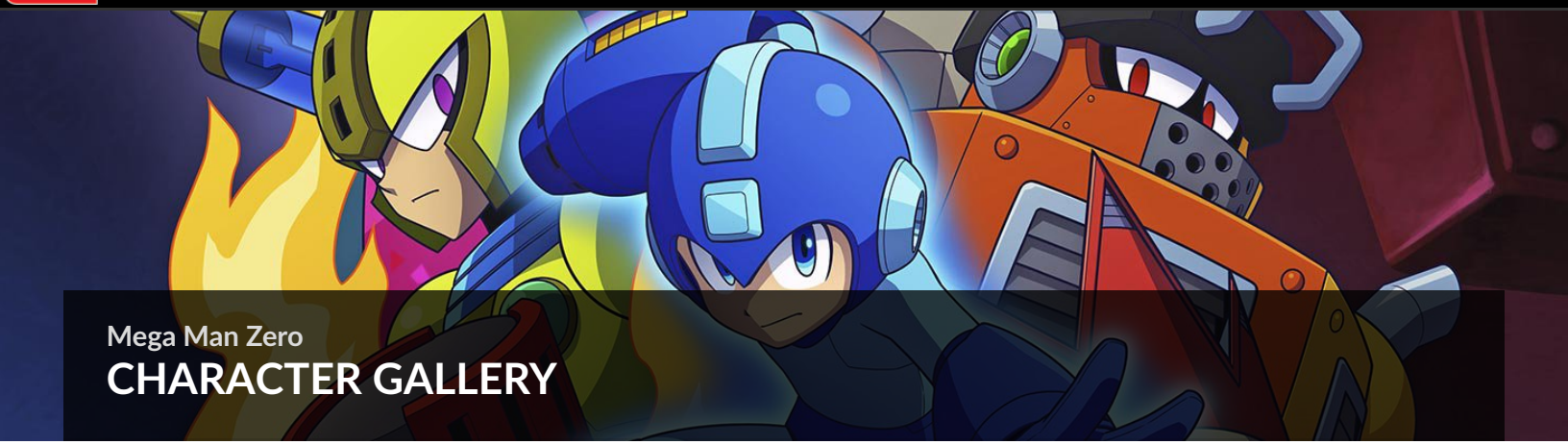
Cyber-elf X

Mega Man X is revealed to have severed from his original body and transformed into a Cyber-elf. Cyber-elf X gives Zero his Z-Saber back at the beginning of the series, after holding on to it for a century. He continues to assists Zero in this form until his canonical destruction in Mega Man Zero 3.

Cyber-elves

Cyber-elves are a varied race of sentient computer programs constructed from pure energy. Zero can obtain and equip numerous Cyber-elves that provide unique abilities or gameplay benefits. Cyber-elves typically fall into one of four types: Animal, Hacker, Nurse, and Rare. Mega Man Zero 3 and Mega Man Zero 4 introduced additional Cyber-elf classes.





Mega Man Zero

CHARACTER GALLERY

Tip

Multiple arranged soundtracks were released for the Rockman Zero series in Japan. The albums included remixed versions of songs, drama tracks, and interviews with the development team.

Mega Man Zero
Enemy GALLERY

Mega Man Zero

Rockman Zero. April 26, 2002

Mega Man Zero. September 10, 2002

The true Mega Man X was originally conceived as the antagonist of the Mega Man Zero series but was ultimately replaced with Copy X.

Mega Man Zero 2

Rockman Zero 2. May 1, 2003

Mega Man Zero 2. October 14, 2003

A Rockman Zero/Mega Man Zero Collection was released for the Nintendo DS in June, 2010. It contained all four Zero games while making some slight modifications—mostly to text and dialogue. A gallery was added, as well as an Easy Scenario Mode, unlocking most upgrades from the start and allowing the player to progress through each entry in the quadrilogy consecutively.

Mega Man Zero 3

Rockman Zero 3. April 23, 2004

Mega Man Zero 3. October 5, 2004

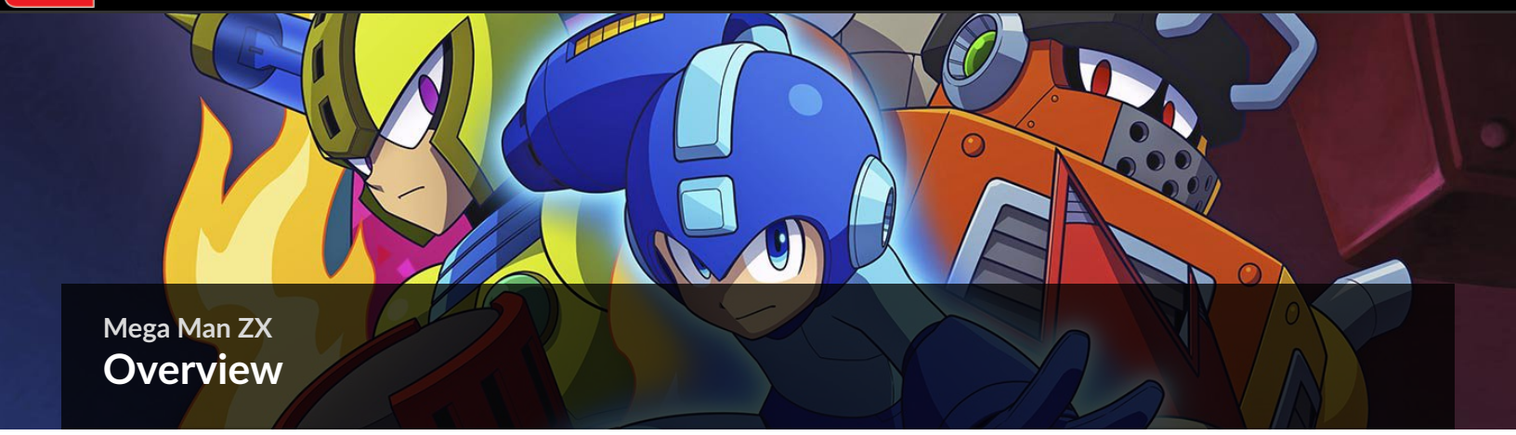
More so than any of the traditional Mega Man games, the Mega Man Zero series experimented with numerous new gameplay mechanics, weapon types, and methods for obtaining new techniques.

Mega Man Zero 4

Rockman Zero 4. April 23, 2005

Mega Man Zero 4. October 4, 2005

In the Japanese version, characters would split in half when destroyed and spray red liquid. This effect was toned down considerably for the Western version.



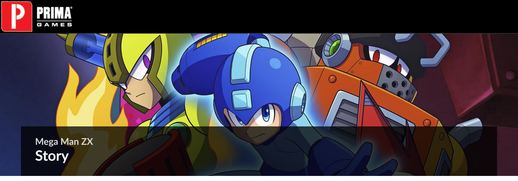
Mega Man ZX

Overview

The sixth subseries in the franchise, Mega Man ZX (known as Rockman ZX in Japan) holds numerous distinctions. Not only was it the first game to appear on the Nintendo DS, but it was also the first in which the player could choose a boy (Vent) or girl (Aile) as the protagonist. And though Mega Man Battle Network had already shown Capcom's willingness to experiment in other genres, Mega Man ZX was the first to combine a mission-based questing system within a "Metroidvania" map structure.

What really sets this franchise apart, however, is that Vent/Aile literally become Mega Man Model X by wearing a Biometal suit (and later Model ZX through a "Double Megamerge"). This is the first instance of Mega Man actually being a human. In fact, players would often need to take off the Biometal suit and venture on foot as their chosen protagonist, especially when needing to crawl through a narrow passageway or talk to humans in order to unlock additional missions.

A network of Transervers scattered throughout the sprawling map allowed players to save their progress, fill their Life and Weapons meters, warp between areas of the map, and accept missions.



Mega Man ZX
Story

Set 200 years after the events of the Mega Man Zero series, in 25XX, humans and Reploids have finally learned to live in peace. But as time passed, and various nations were formed, Maverick Reploids threatened the balance, interrupting trade and forcing the walling off of safe-haven cities, separating them from the outlands where dangerous Mechaniloids roamed.

Unwilling to stand idly by while the Mechaniloids encroached on their territory, the Guardians organization is formed, led by Prairie. Gaining the abilities of Model X through a piece of Biometal, Vent/Aile team up with Prairie to search for Giro, locate the other Biometals, and take down Serpent, the president of Slither Corp.

Vent and Aile

Virtually indistinguishable aside from their pants (especially onscreen as sprites), Vent and Aile share the same backstory and are, essentially, designed solely to give players a choice of gender. Vent and Aile never meet each other onscreen, nor do they refer to each other. That said, eagle-eye players will note slight differences in dialogue and movement between the two characters.

Vent/Aile are 13 years old in Mega Man ZX and first come into contact with the Biometal 10 years after being orphaned by a Maverick attack that killed their mother. Vent/Aile were raised by Giro, owner of Giro Express delivery service, and eventually go to work for him.

Ashe and Grey

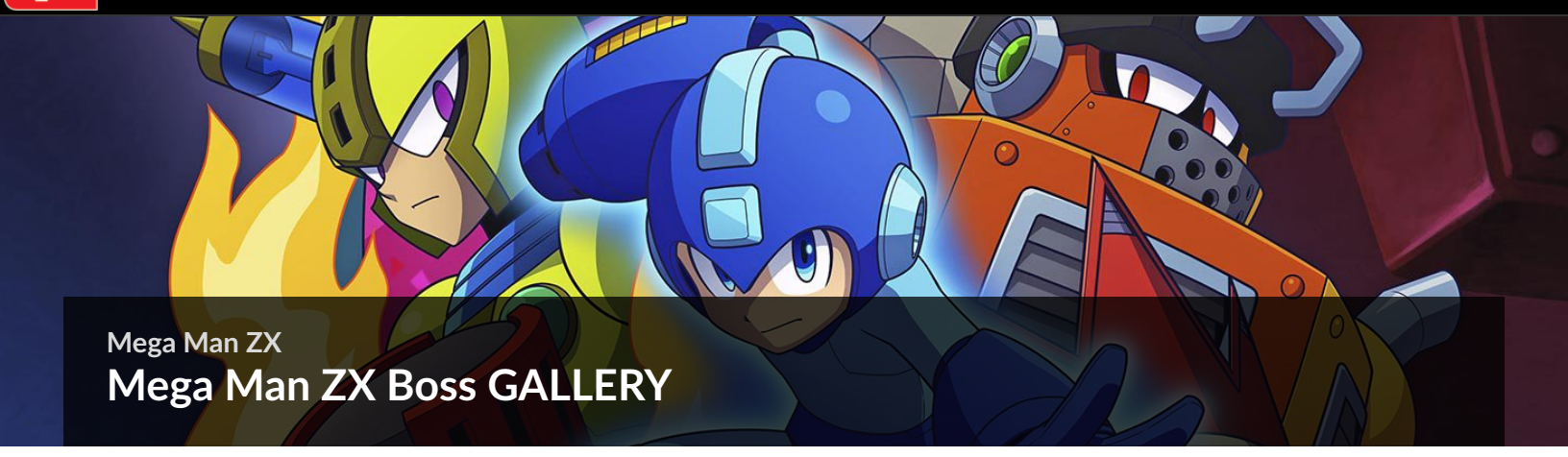
Mega Man ZX Advent also allows the choice of male/female protagonists. Unlike the earlier game, the game begins in a different location depending on who is chosen. Grey is a biomatch for Model A and discovers he was an alternate body for Albert, the game's primary adversary.

Giro

There's a good reason Giro bears a resemblance to Zero.

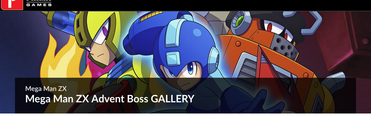
Prairie

The leader of the Guardians and tasked with protecting the frontier from Mavericks.



Mega Man ZX

Mega Man ZX Boss GALLERY



Mega Man ZX

Mega Man ZX Advent Boss GALLERY

The Sage Trinity of ZX Advent

Mega Man ZX

Rockman ZX. July 4, 2006

Mega Man ZX. *September 12, 2006*

Official strategy guide in Japan.

The first OST consisted of two CDs, each named after Aile and Vent, and had a runtime of over two hours!

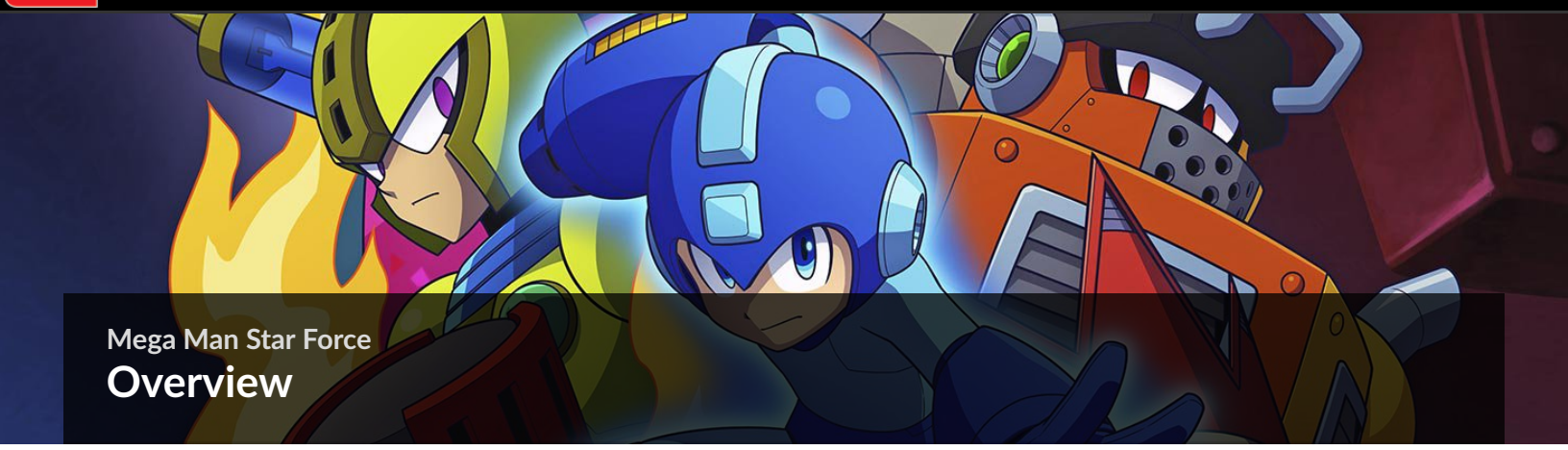
Mega Man ZX: Advent

Rockman ZX Advent. July 13, 2007

Mega Man ZX Advent. *October 23, 2007*

Official Japanese strategy guide.

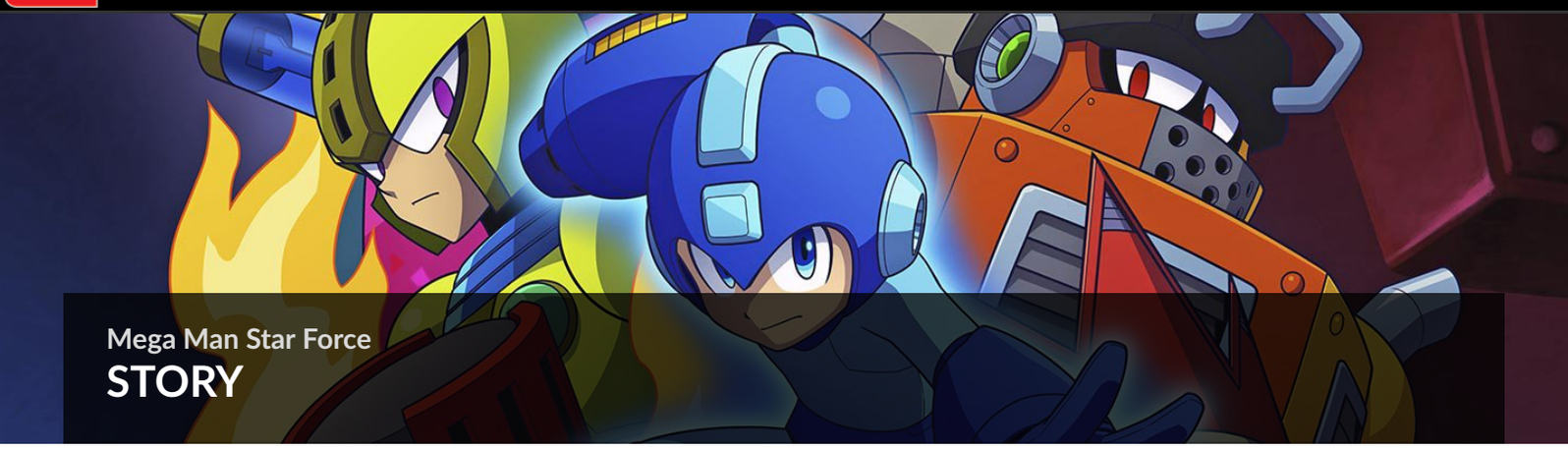
Unlike the first OST, ZXA Tunes received a nationwide launch with reissue pad bonuses for those who preordered in Japan.



Mega Man Star Force

Overview

The seventh spin-off series, Mega Man Star Force (aka Shooting Star Rockman in Japan) was set 200 years into the future, along the Network timeline during 220X. Players took control of Geo Stelar in a tactical role-playing quest to protect the world's satellite network from everyday viruses and aliens of Planet FM. The series tweaked many of the systems introduced in Mega Man Battle Network and capitalized on the wireless functionality of the Nintendo DS, making it possible to trade Battle Cards and challenge a friend's Mega Man in a 3x5 grid-based combat. Multiple versions of the games were released, each granting Mega Man a unique transformation.

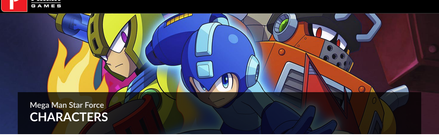


Mega Man Star Force

STORY

Technology has improved substantially since the events of Battle Network. The world is now connected via a network of EM Waves powered by three colossal satellites orbiting the planet. Normally invisible to humans, Geo Stelar can see the EM Wave World thanks to a device called the Visualizer. With the help of a friendly FM-ian named Omega-Xis—and a device called a Transer—Geo must explore the EM Wave World as Mega Man and rescue the humans from those FM-ians who have come in search of the Andromeda Key. Along the way, Geo discovers the fate that befell his late father—and the reasons he had for creating the BrotherBand that Geo eventually relies upon.

Mega Man Star Force 2 continues the story two months after the original, introducing new characters and destinations, along with a powerful device called the OOPArt. The third and final entry in the series brings Geo far afield before ultimately returning him to his home where his quest to learn about his father meets its conclusion.



Geo Stelar

It's been three years since Geo's father left for work at the space station and never returned. Three years spent moping around the house, refusing to attend school, and showing little interest in making friends. No, losing a father wasn't easy for a fifth grader like Geo, but his life is about to change, thanks to a gift from his father's coworker. Indeed, a whole new world is about to open up.

Thanks to the Visualizer—and his mother insisting he go outside—Geo uncovers an invisible world around him, the EM Wave World. His guide to this world is an alien FM-ian named Omega-Xis. Not only does "Mega" claim to know Geo's father, but he's also going to fuse with Geo, imbuing him with the power to become Mega Man. Lured by the promise of learning about his father (a quest that reaches its conclusion in Mega Man Star Force 3), Geo discovers that he's not the only troubled child in the world—and that the world is far more interesting with friends. It is through those newfound friendships that Geo embarks on the story lines of the sequels.

Omega-Xis

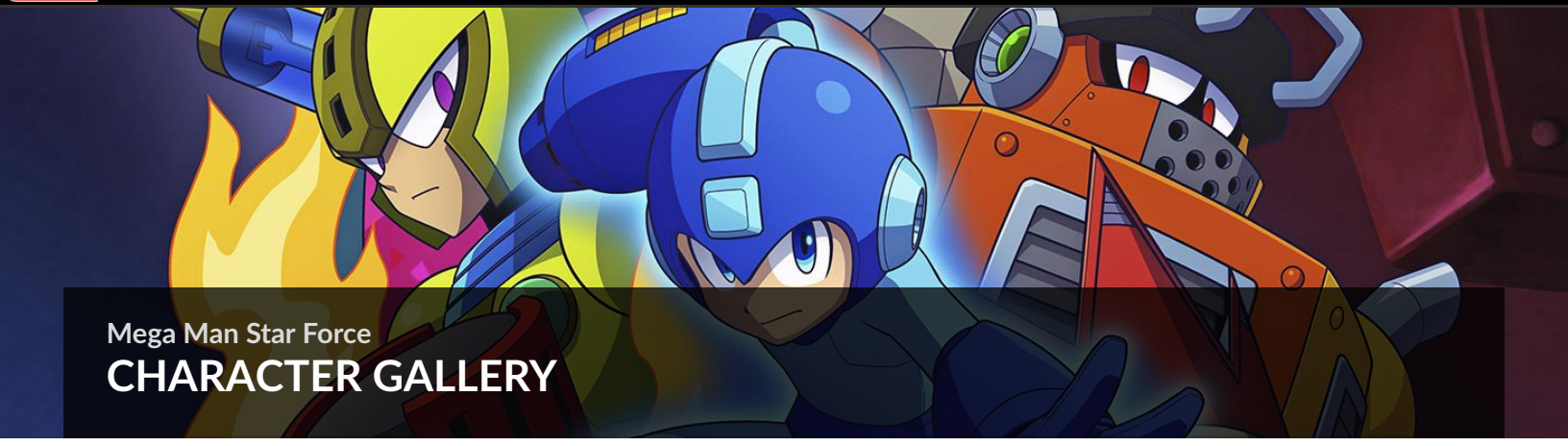
A fugitive alien who fled the FM Planet after stealing the Andromeda Key (or so he says), Omega-Xis is a gruff creation of electromagnetic waves, only visible thanks to the Visualizer Geo receives as a gift. Mega, as he likes to be called, is determined to keep the Andromeda Key out of the hands of the FM King and fuses with Geo to increase his odds. When not battling FM-ians and viruses, Mega takes to studying human behavior...and he's not sure he likes what he sees.

Sonia Strumm

Popular at school, outgoing, and never one to let a comment go unsaid, rock star Sonia Strumm is everything Geo isn't. But their differences pale in comparison to the one thing they have in common: Sonia, too, has lost a parent at an early age. Sparked by this unfortunate circumstance, the two forge a lasting friendship that carries them through the trilogy. Sonia routinely invites Geo out on dates and even shows signs of jealousy when he's around other girls.

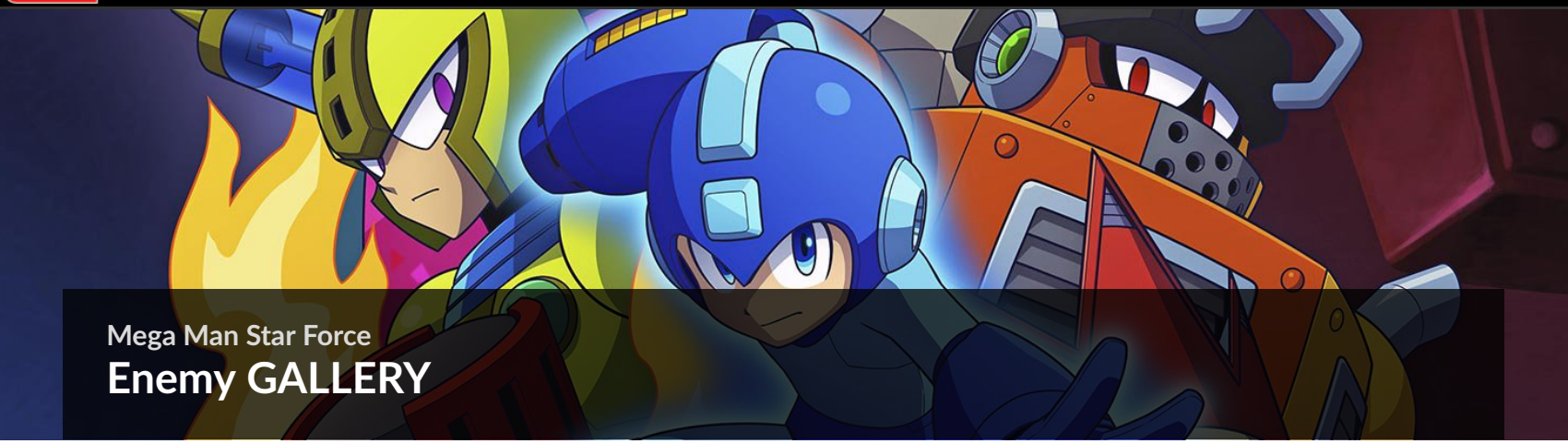
Gemini Spark

Gemini Spark is the EM Wave Change form of Patrick Sprigs and his alter-ego Rey Sprigs. Hailing from Planet FM, Gemini traveled to Earth in pursuit of the Andromeda Key, putting him at odds with Omega-Xis and Geo. By fusing with Patrick, he formed a BrotherBand with Geo. Thanks to Patrick's split personalities, Gemini Spark appears in two forms: Gemini Spark White and Gemini Spark Black, representing the Yin and Yang. Gemini Spark also appears at the end of Mega Man Star Force 2, immediately after Patrick reveals the truth about his evil personality.



Mega Man Star Force

CHARACTER GALLERY



Mega Man Star Force

Enemy GALLERY

Mega Man Star Force

Shooting Star Rockman: Dragon: December 14, 2006

Mega Man Star Force: Pegasus: August 7, 2007

Mega Man Star Force: Leo: August 7, 2007

MEGA MAN
STAR FORCE
DRAGON
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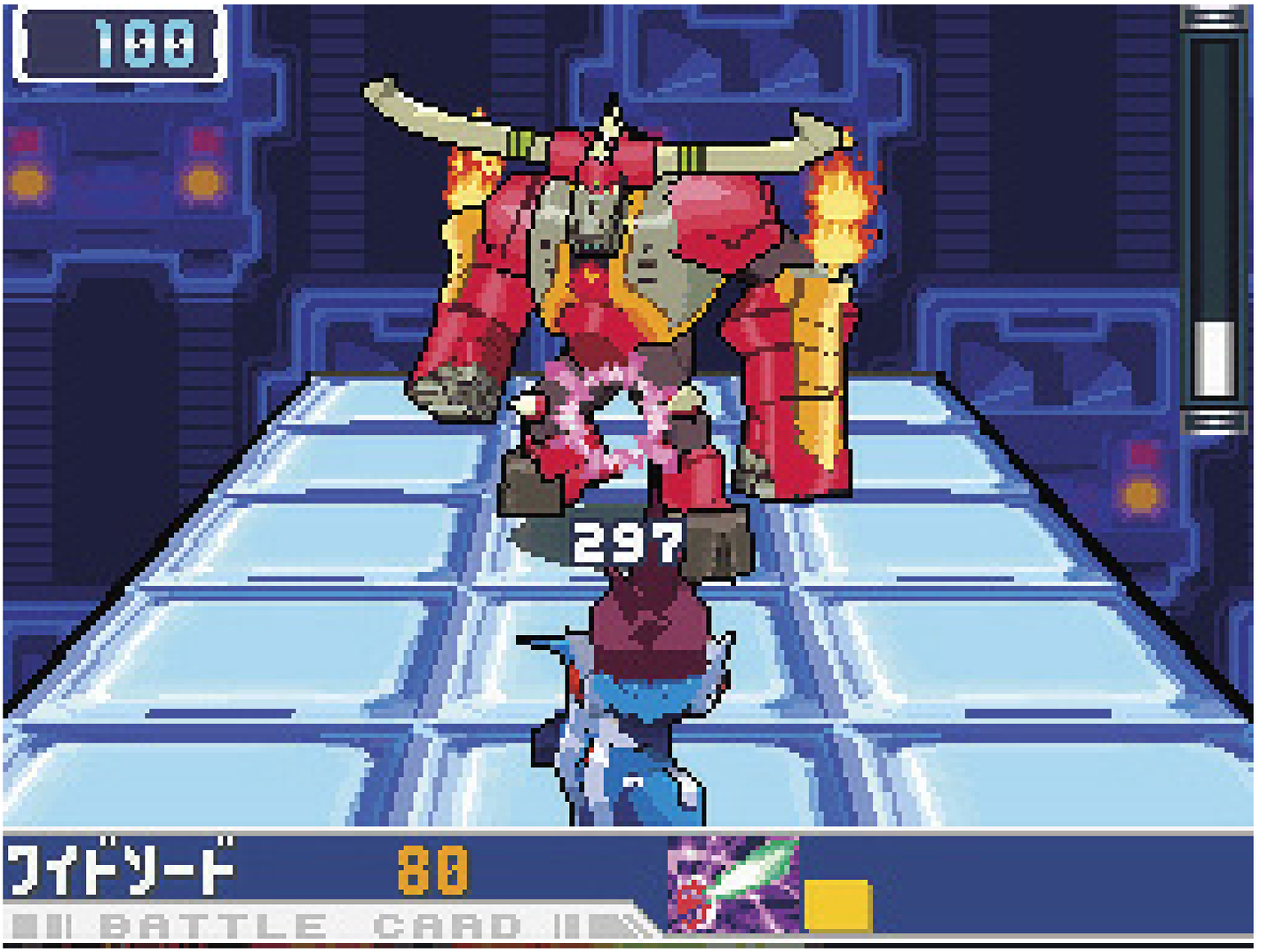
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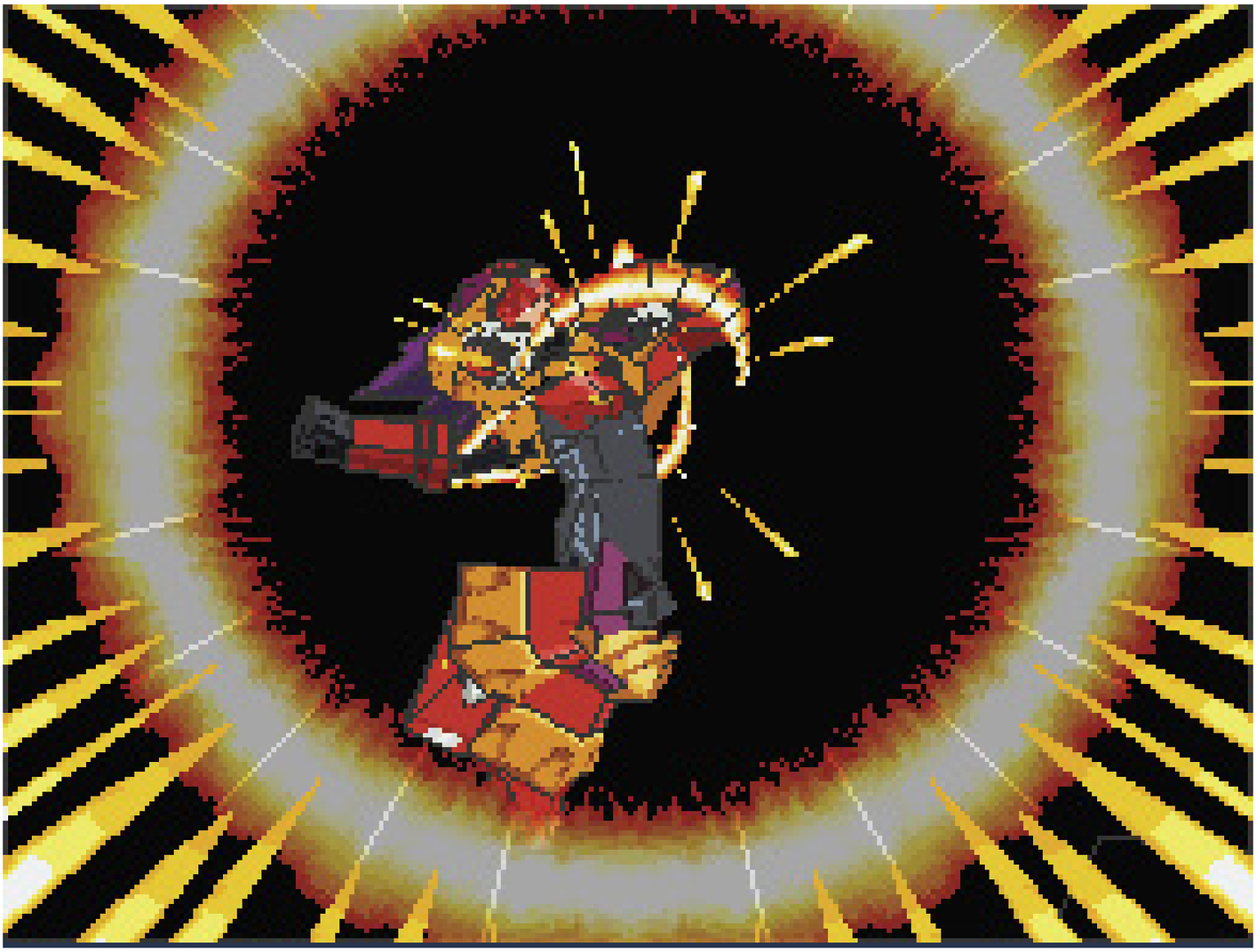

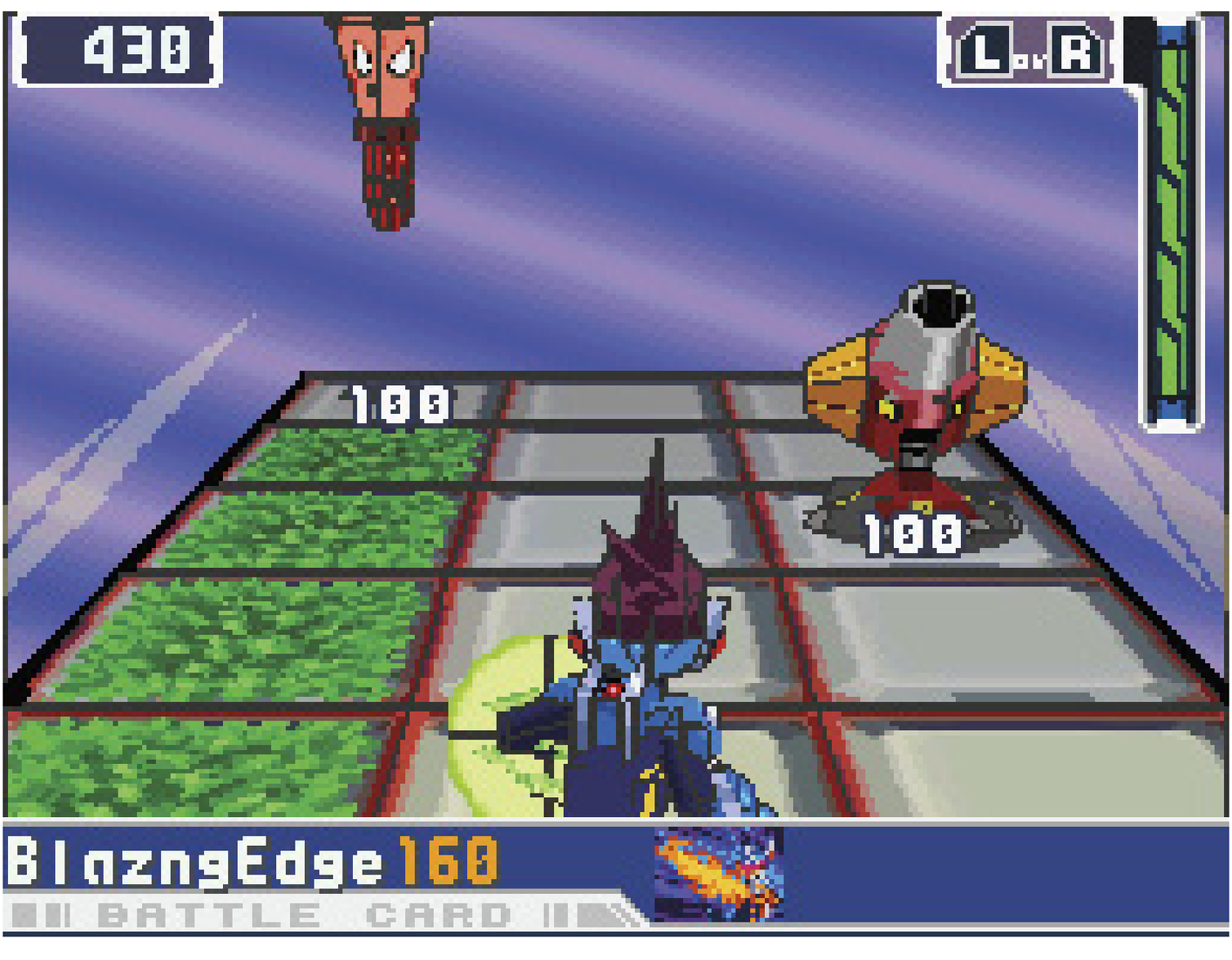
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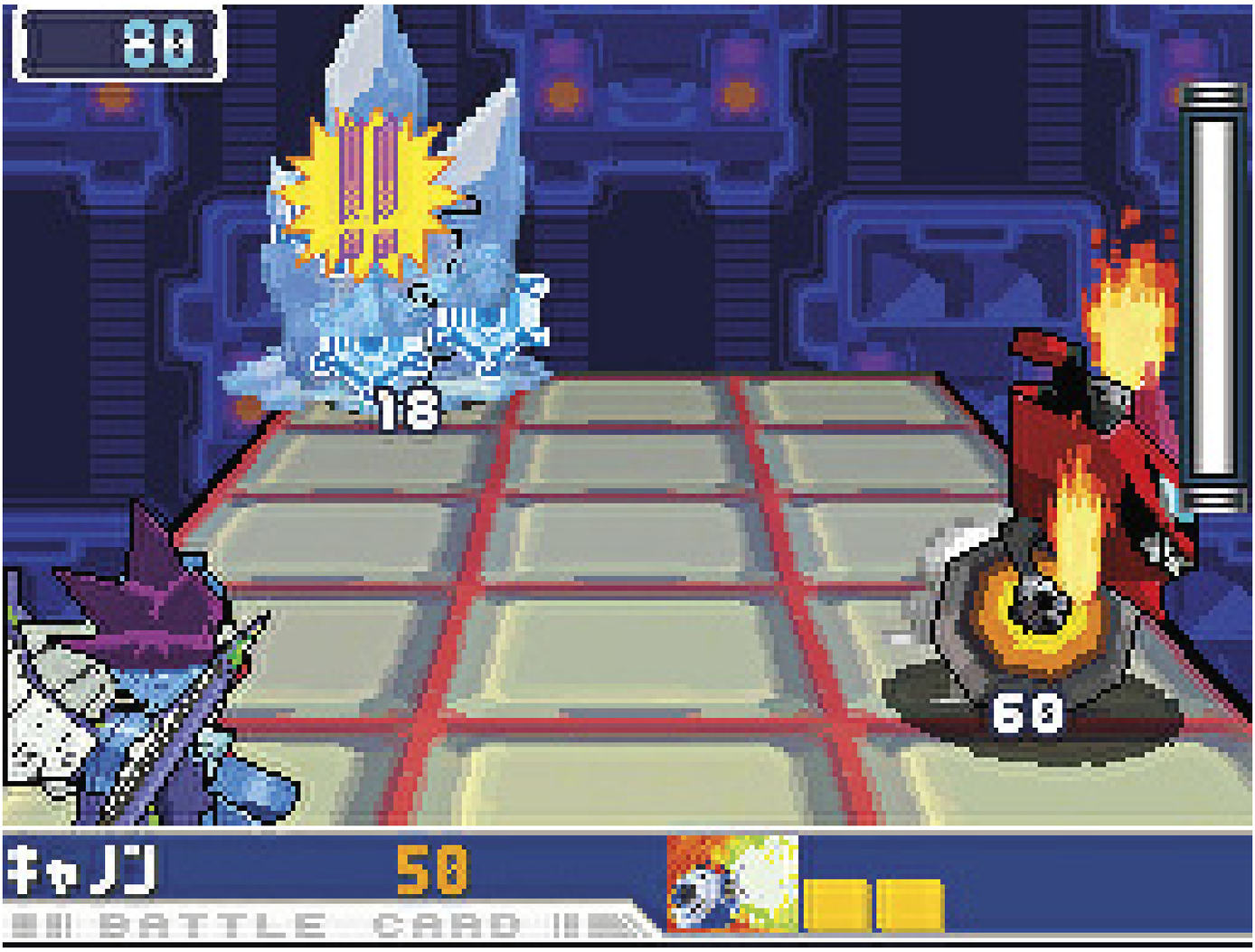

Mega Man Star Force 2

Shooting Star Rockman 2: Berserker x Dinosaur: November 22, 2007

Mega Man Star Force 2: Zerker x Ninja: June 24, 2008

Mega Man Star Force 3

Shooting Star Rockman 3: Black Ace: November 13, 2008

Mega Man Star Force 3: Red Joker: June 30, 2009

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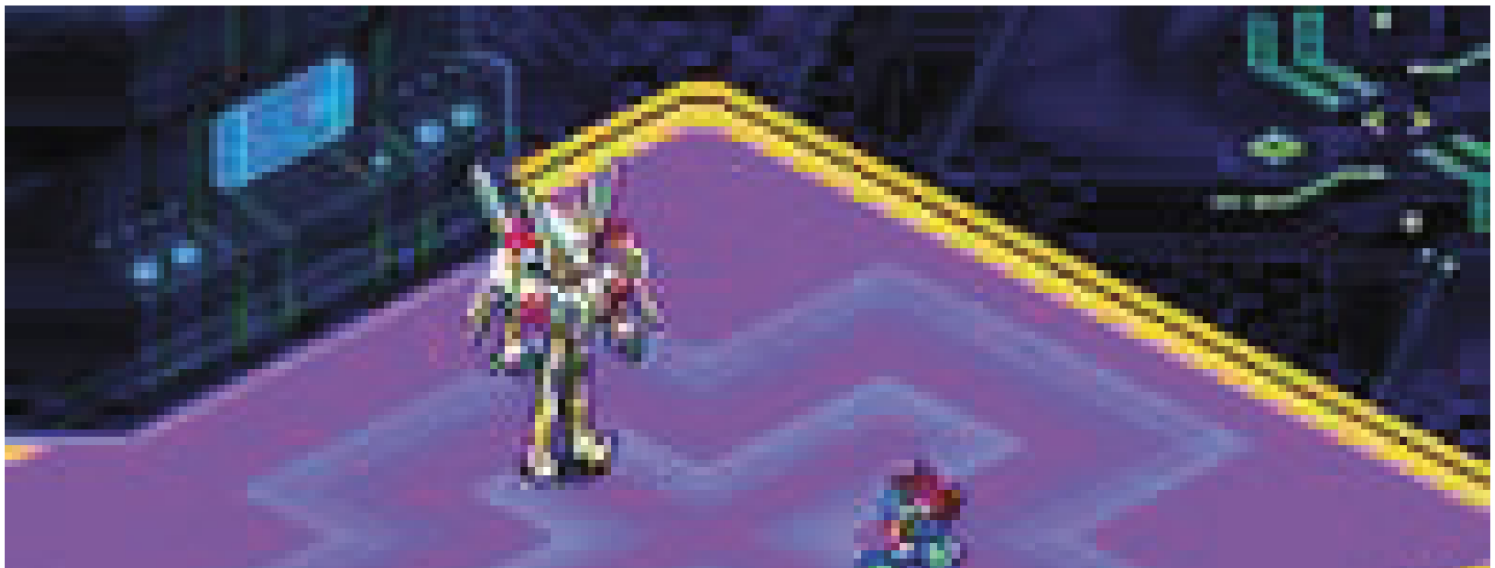

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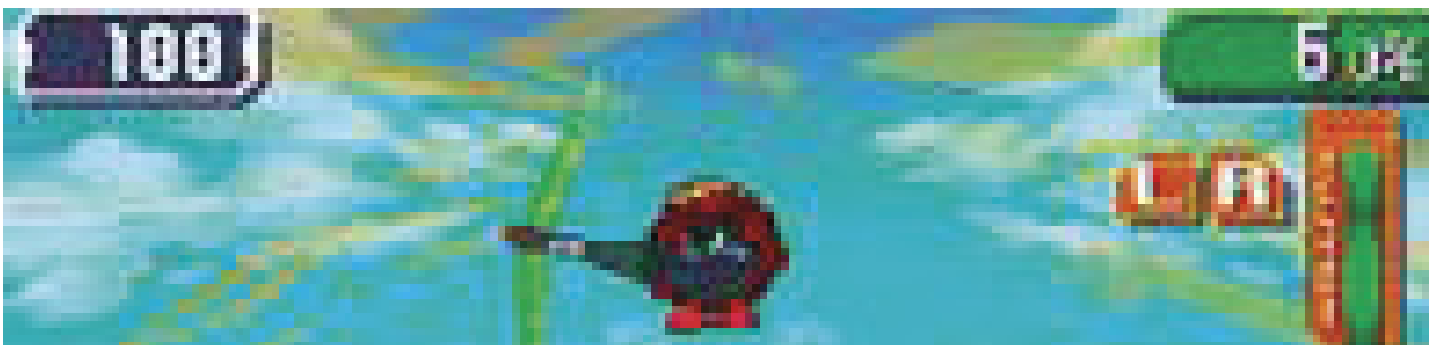
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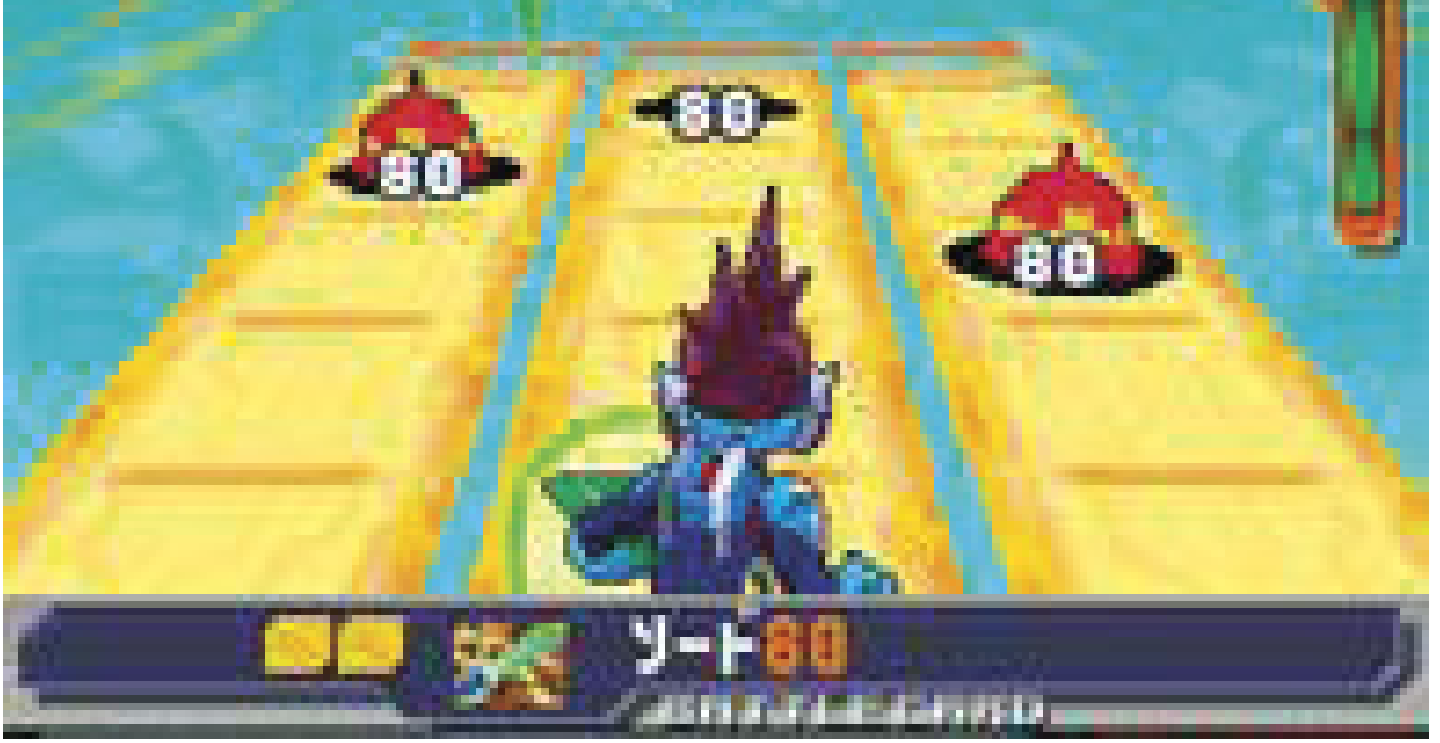
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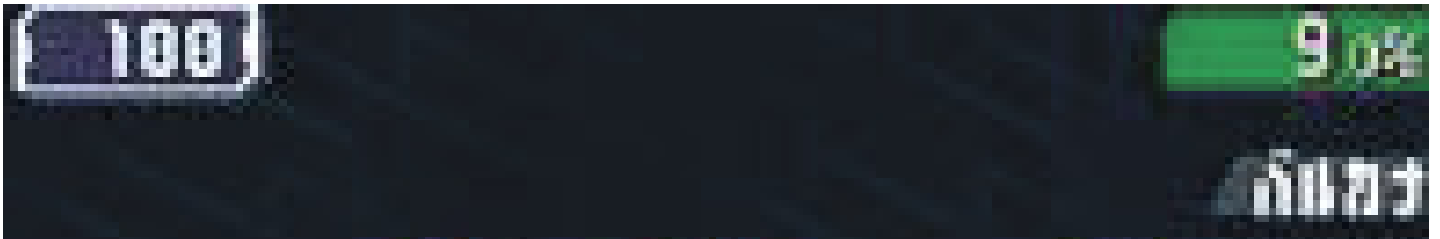
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CAPCOM
MEGA MAN STAR FORCE
OFFICIAL COMPLETE WORKS
ロックマン オフィシャルコンプリートワークス

WIZARD'S PEDIA
SHOOTING STAR ROCKMAN 3
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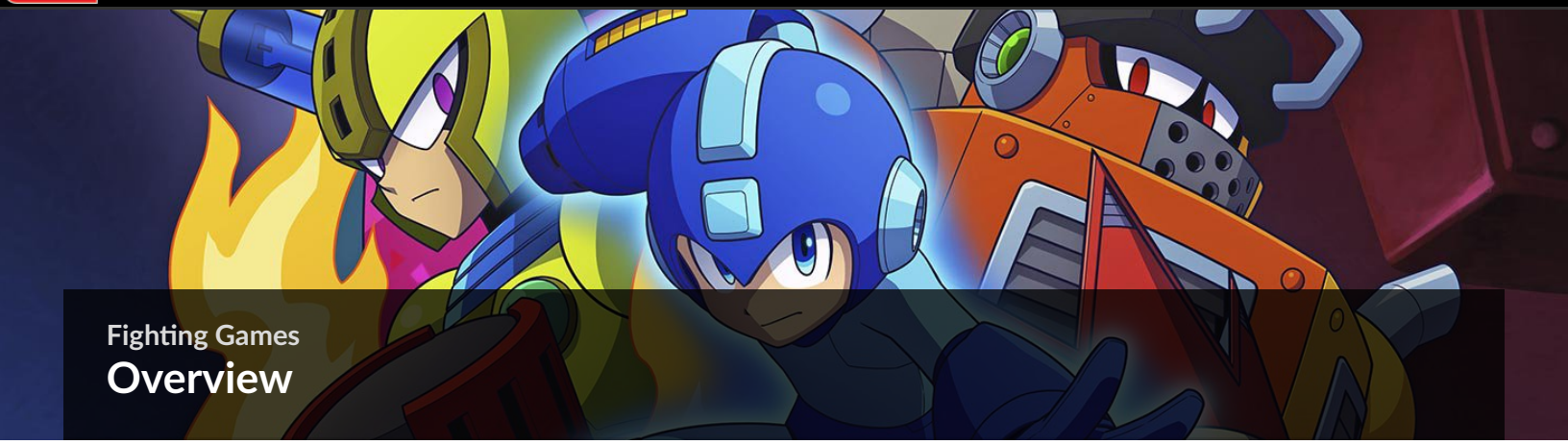
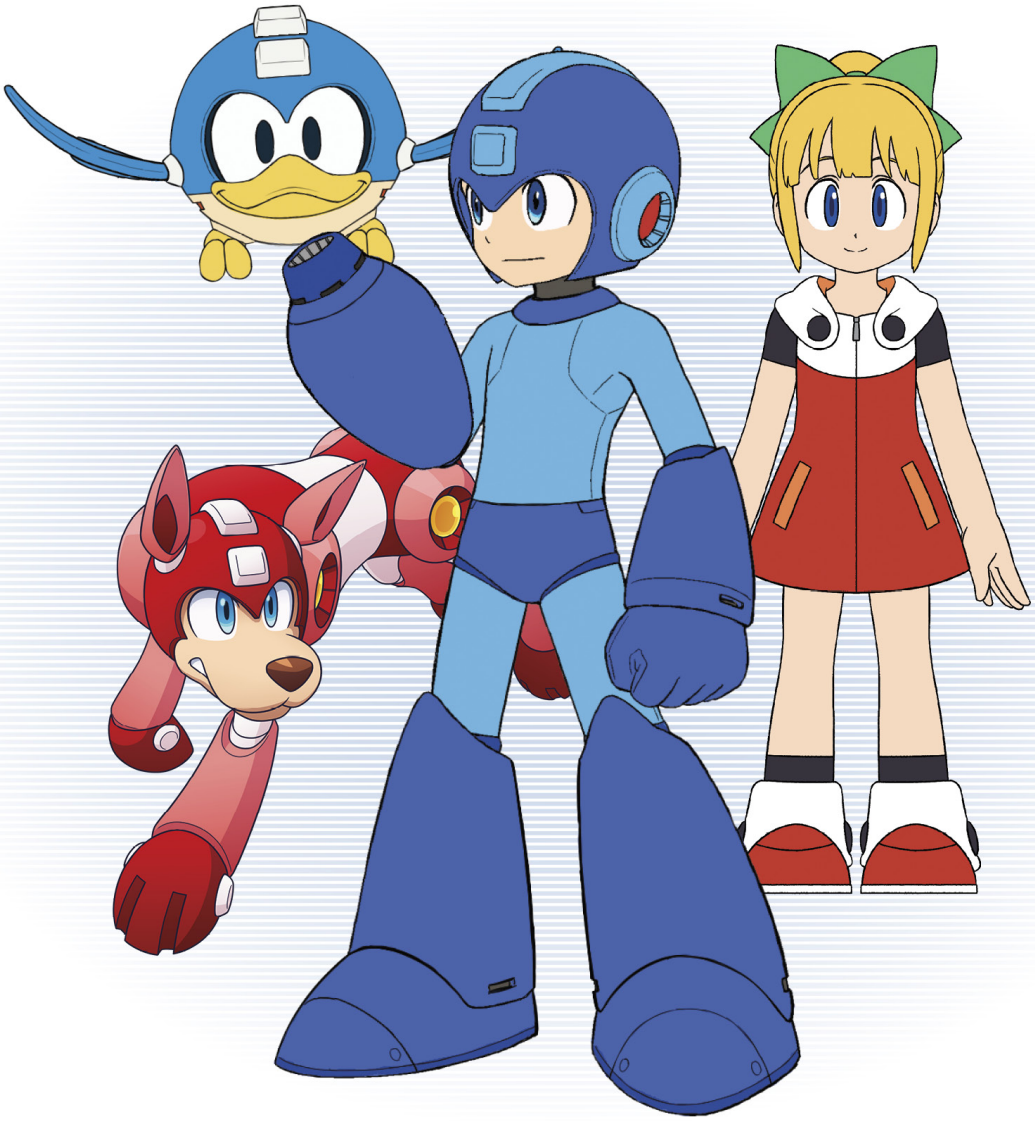
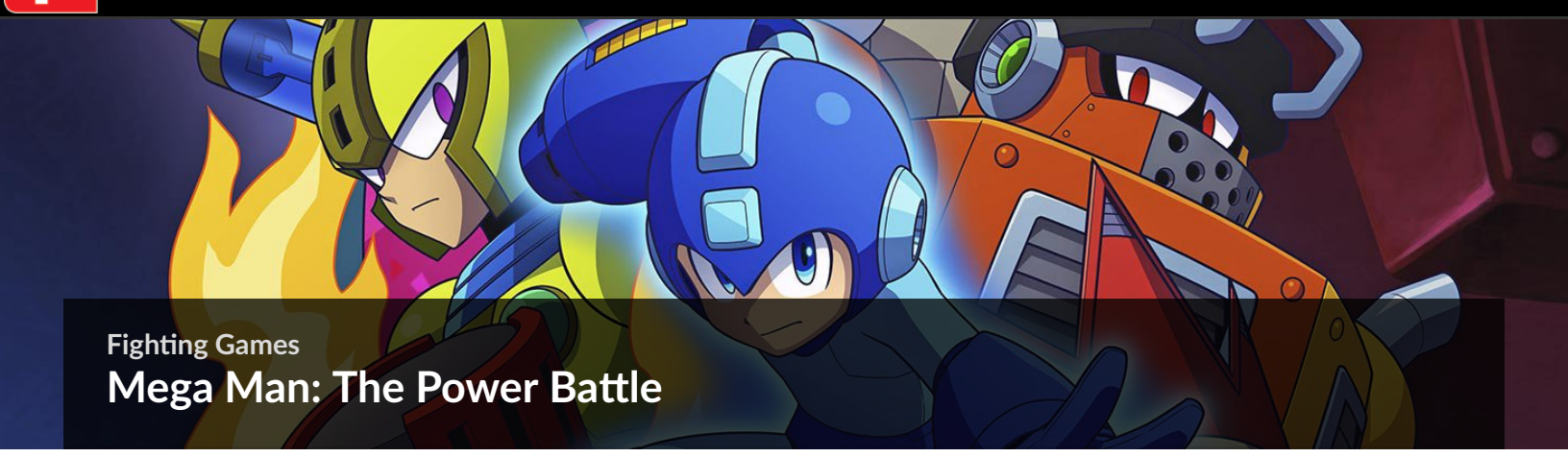


Fighting Games

Overview



Any video game mascot worthy of lasting three decades will experiment with other genres. Mega Man had certainly done that with forays into racing, sports, and role-playing games. But no other genre's fans embraced him more than the fighting community. Not only did Mega Man star in two of his own games, but he and his allies also made guest appearances in numerous other crossover titles, quickly becoming a fan favorite.



Fighting Games

Mega Man: The Power Battle

Mega Man: The Power Battle and Mega Man 2: The Power Fighters first appeared in Japanese arcades before being ported to the Neo Geo Pocket Color and eventually the PS2 and GameCube as part of the Mega Man Anniversary Collection in 2004. The first game follows the events of Mega Man 7 while the second follows on the heels of Mega Man 8.

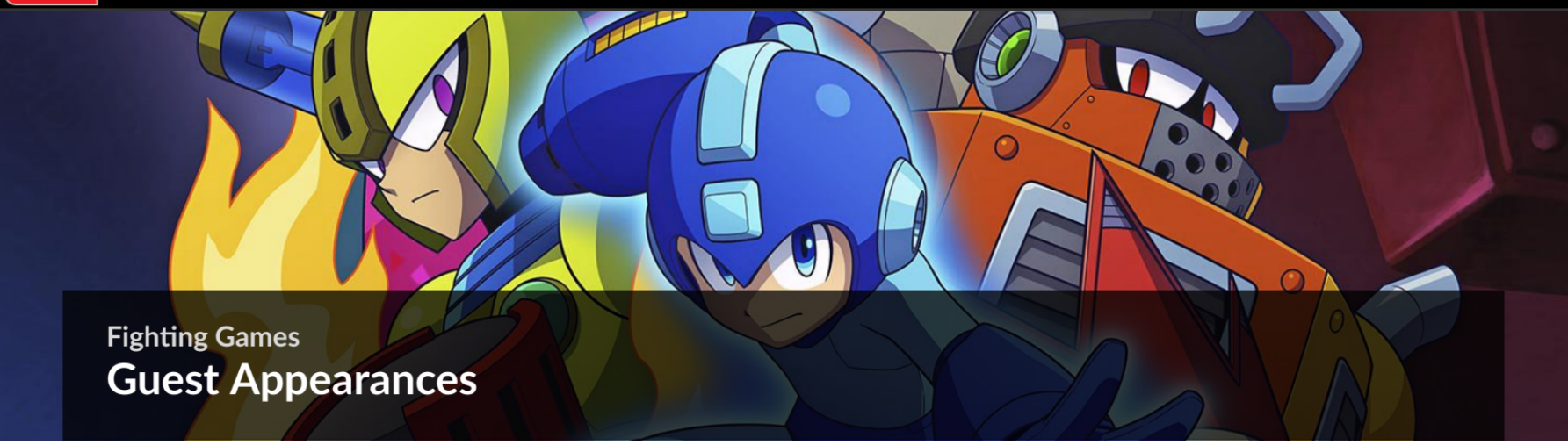
In Mega Man: The Power Battle, players choose between three characters: Mega Man, Proto Man, and Bass, and then select a story and stage. Though the controls were largely similar to standard Mega Man gameplay, there was no action-platforming level to traverse. Instead, players jumped straight to a battle against a Robot Master, earning a weapon that would then make the next fight a bit easier.

The sequel added Duo to the mix as a fourth playable character. Completing the game with each of the characters revealed a different ending.

Rockman: The Power Battle: 1995

Rockman 2: The Power Fighters: 1996

The official soundtrack of the sequel contained arrangements from previous games in the series.



Fighting Games

Guest Appearances

Onimusha: Blade Warriors

Onimusha: Blade Warriors: March 24, 2004

This 2D fighting game (Onimusha Buraiden in Japan) appeared on the PS2 and featured numerous characters from the Onimusha franchise as well as several unlockable characters. Completing the game once unlocked Mega Man as he appeared in the Mega Man Battle Network series. Players could also unlock Zero from Mega Man X.

Tatsunoko vs. Capcom

Originally released in Japan in 2008 as Tatsunoko vs. Capcom: Gross Generation of Heroes, this team-based fighting game allows players to build a tag team from the stables of both Tatsunoko and Capcom. Mega Man Volnutt, Roll, and Zero were all playable, though Zero was a Wii exclusive to Ultimate All-Stars.

Marvel vs. Capcom: Clash of Super Heroes

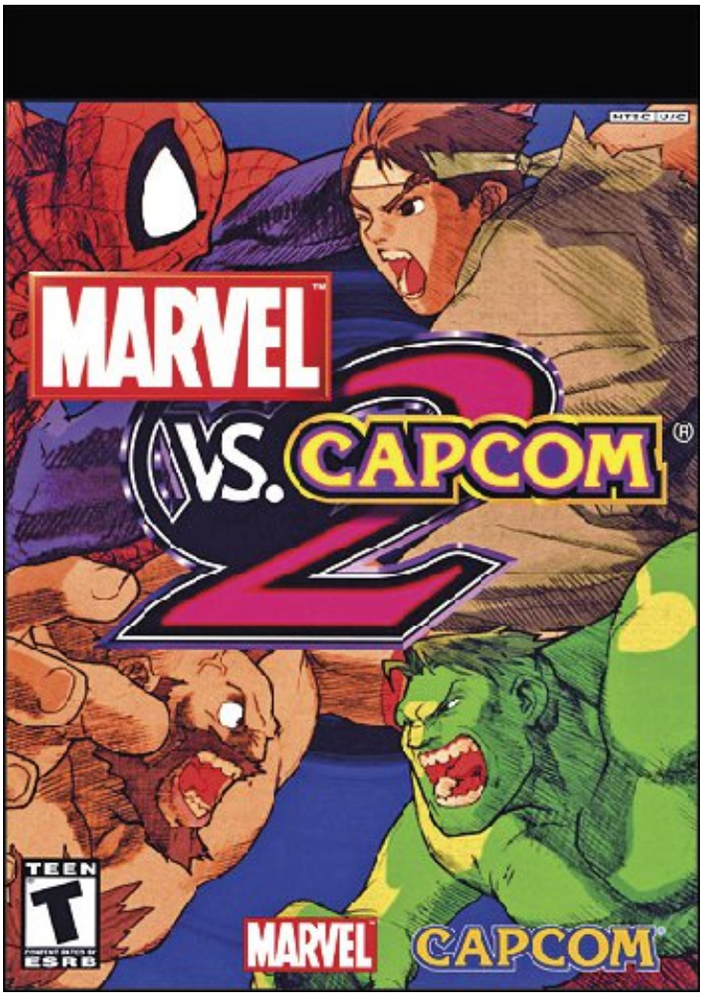
Marvel vs. Capcom: Clash of Super Heroes: 1999

Marvel vs. Capcom: Clash of Super Heroes: 2000

Originally an arcade game in 1998, the game was ported to the Dreamcast and PlayStation the following year. While the Dreamcast version was praised for its close translation of the arcade experience, the PlayStation release didn't include the tag-team battles due to lower system power. Mega Man was among the eight Capcom characters available.

Marvel vs. Capcom 2: New Age of Heroes

Marvel vs. Capcom 2: New Age of Heroes: 2000



Marvel vs. Capcom: Clash of Super Heroes: 2000

Prima's official strategy guide.

The first game in the franchise to include 2.5D graphics, the sequel boasted a massively increased roster, expanding the total to 56. Though only two dozen characters are initially available, numerous others can be unlocked by earning experience points (all fighters are available at the start in the Xbox 360 and PlayStation 3 ports). Representing the Mega Man universe were Mega Man, Roll, Tron Bonne, and Servbot. Beat and Rush would also appear to assist Mega Man and Roll in special attacks.

Marvel vs. Capcom 3: New Age of Heroes

Marvel vs. Capcom 3: Fate of Two Worlds: February 2011

Ultimate Marvel vs. Capcom 3: November 2011

When the series finally resumed in 2011, a conscious effort was made to make the game more accessible to newcomers. This was accomplished by going with a simpler three-button attack scheme of low, medium, high attacks. Though the initial release only contained 40 characters, an expanded roster was included in Ultimate Marvel vs. Capcom 3, released later that year. Though Mega Man himself didn't appear in either version, Zero and Tron Bonne did. There were also cameos by Bon Bonne, Mega Man Volnutt, Tesiel Bonne, and Servbot.

Marvel vs. Capcom: Infinite

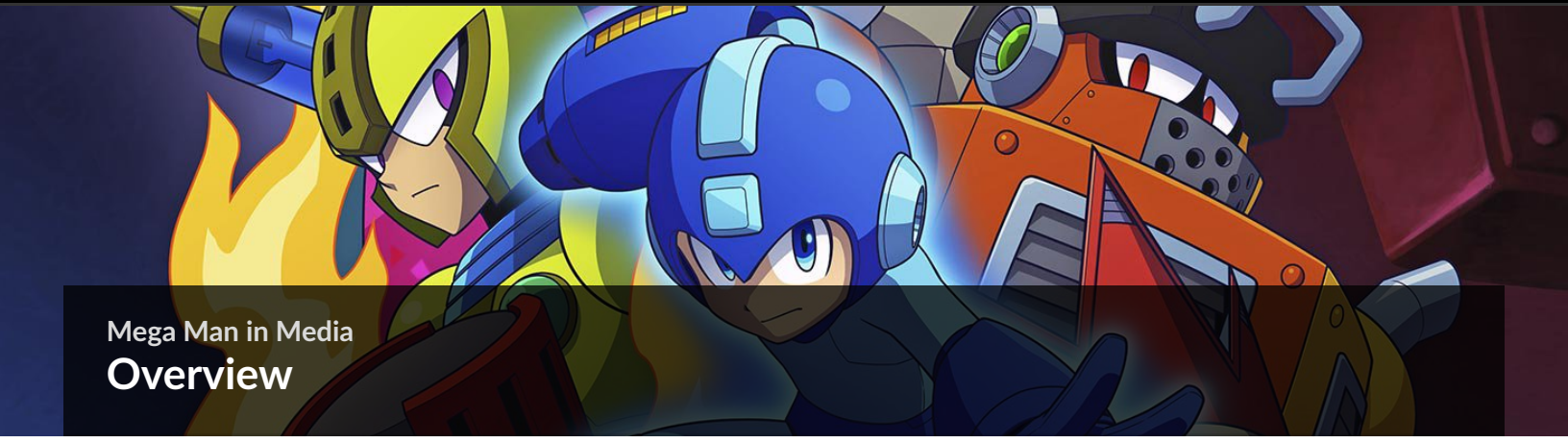
Marvel vs. Capcom: Infinite: September 2017

The fourth major installment in the franchise reduced the team size from three to two but returned to the original four-button control scheme. Pairs of light and heavy punches and kicks could be used with an auto-combo system and the ability to string combinations together even while tagging teammates into the match. Zero, Sigma (DLC), and X appeared, along with a new Mega Man–inspired boss enemy named Ultron Sigma (and its second form, Ultron Omega).

Street Fighter X Tekken

Street Fighter X Tekken: March 2012

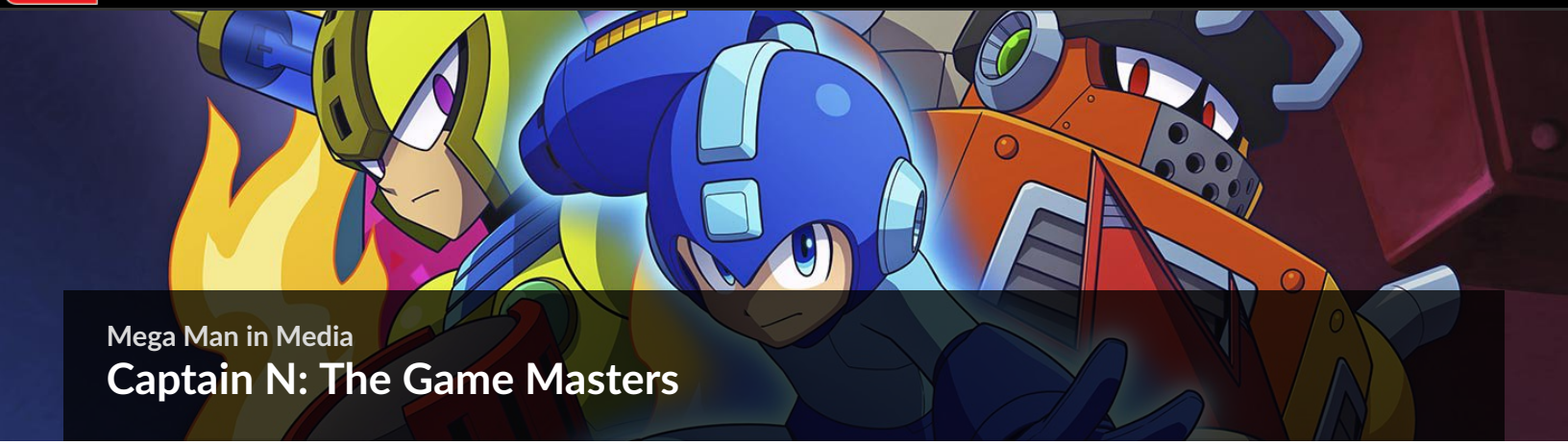
In one of the most interesting guest appearances of all, Mega Man was included as DLC for the 2012 release of Street Fighter X Tekken. What makes his appearance stand out, however, is not his inclusion, but that he was modeled after the "Bad Box Art Mega Man" that graced the cover of the North American 1987 original release.



Mega Man in Media

Overview

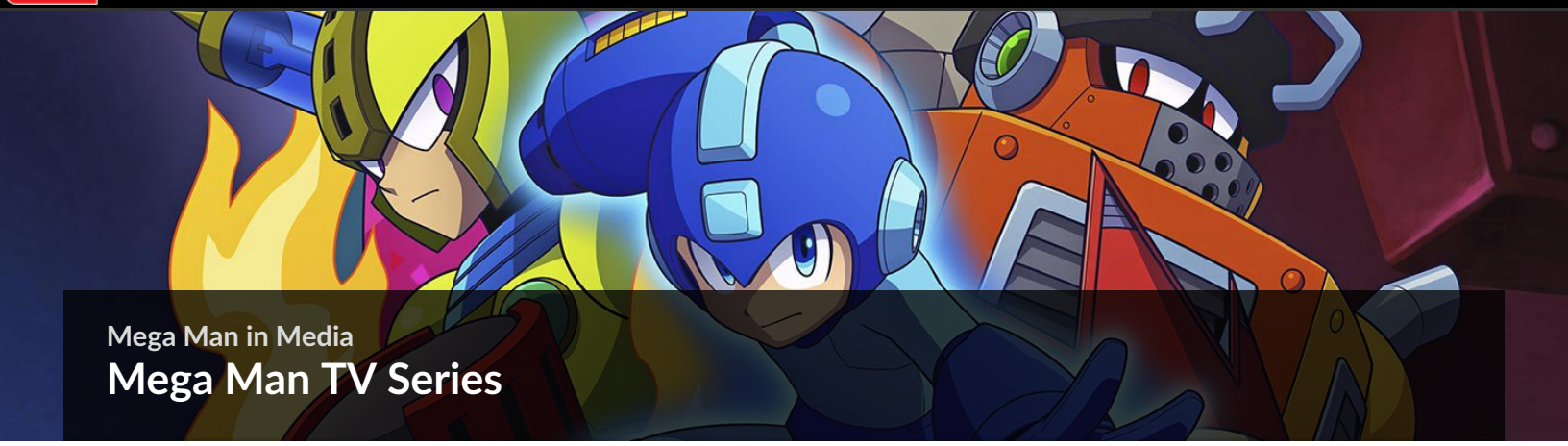
Ever since his debut in 1987, Mega Man has been one of gaming's most enduring mascots. Starring in dozens of his own video games—and boasting cameo roles in numerous others—Mega Man's popularity among gamers is entrenched. But many of today's younger gamers, particularly those outside Japan, may not be aware how popular Mega Man has been beyond the world of interactive entertainment. From manga to anime, and film to rap music, there are few corners of popular culture that Mega Man hasn't touched.



Mega Man in Media

Captain N: The Game Masters

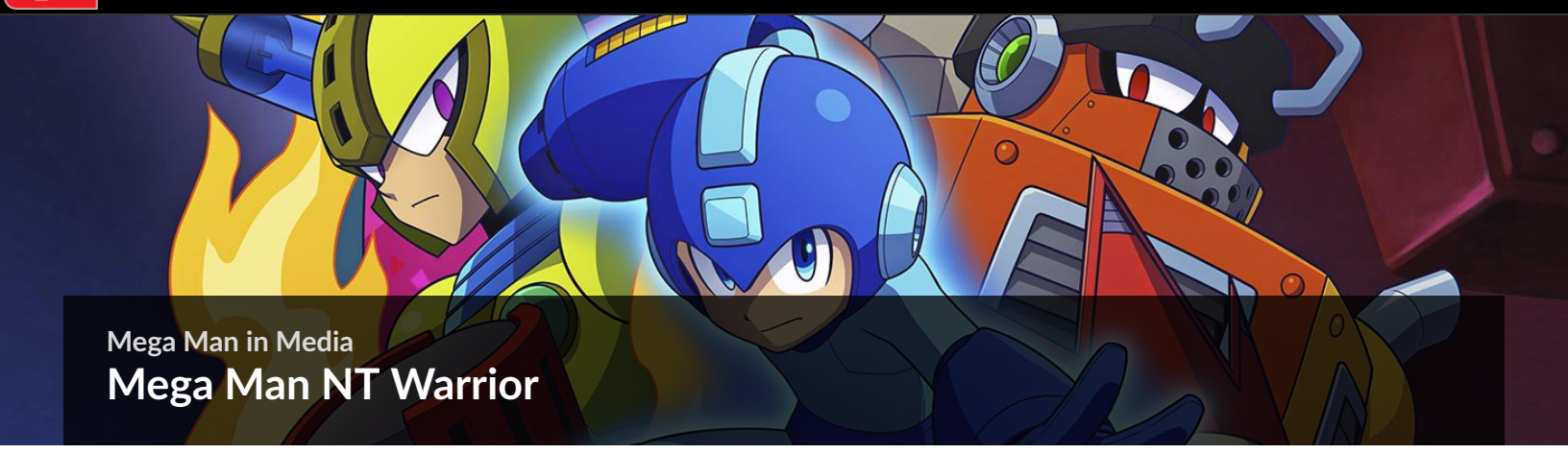
This North American animated television series aired from 1989 to 1991 on NBC and featured dozens of characters and elements from the most popular video games of the NES generation. Mega Man, voiced by Doug Parker, appeared to be wearing green armor instead of his trademark blue robotic metal and often used the word “Mega” as a catchphrase prefix. There were 65 episodes released in syndication as Captain N & the Video Game Masters.



Mega Man in Media

Mega Man TV Series

This Japanese-American animated series ran for two seasons, from 1994 to 1995. Mega Man was voiced by Ian James Corlett (the voice of Dr. Wily in Captain N: The Game Master) and could be heard calling out such catchphrases as “Sizzling Circuits!” Despite one time appearing as the number one weekly syndicated children’s show in the Nielsen ratings, the show’s third season was canceled due to budgetary issues.



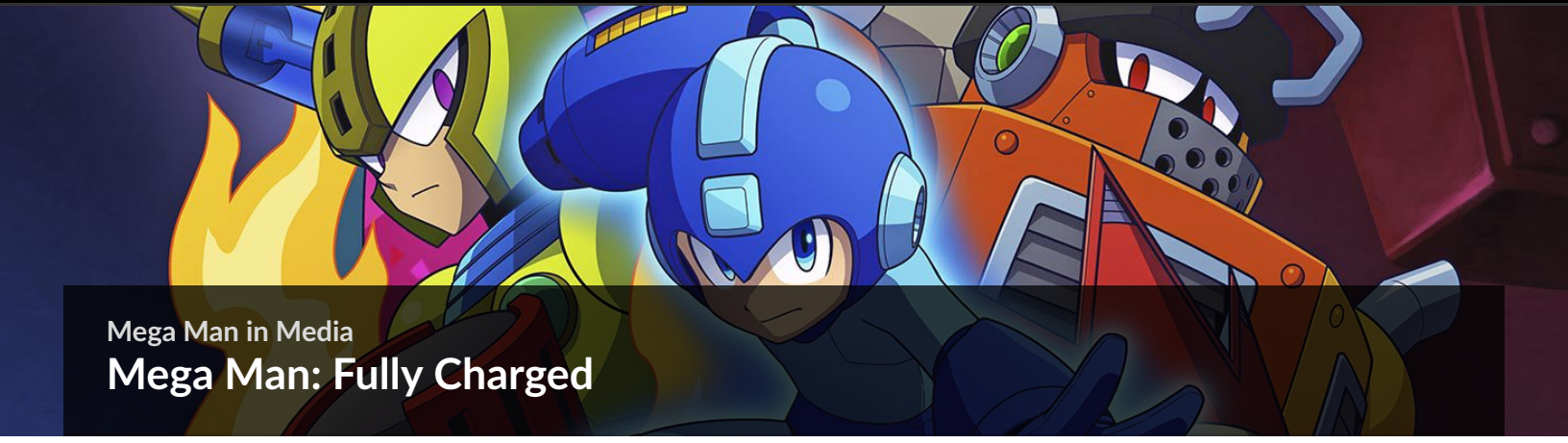
Mega Man in Media

Mega Man NT Warrior

Based on Mega Man Battle Network, this anime series (and also a manga within CoroCoro Comic) ran for five seasons in Japan, two of which were produced in English by Viz Media for North America and the United Kingdom. The anime and manga (known as Rockman EXE in Japan) told the story of Lan Hikari and MegaMan.EXE as they fought against various NetCrime organizations, but there was no mention in the anime of Mega Man being Lan's long-lost twin brother, a detail made clear in the ending of the first game. Thirteen DVDs have been released in the United States, containing the original 52 episodes. The show was heavily merchandised, especially in Japan, but action figures, Halloween costumes, and a life-sized Mega Buster that fired foam darts were available in the United States.

Tip

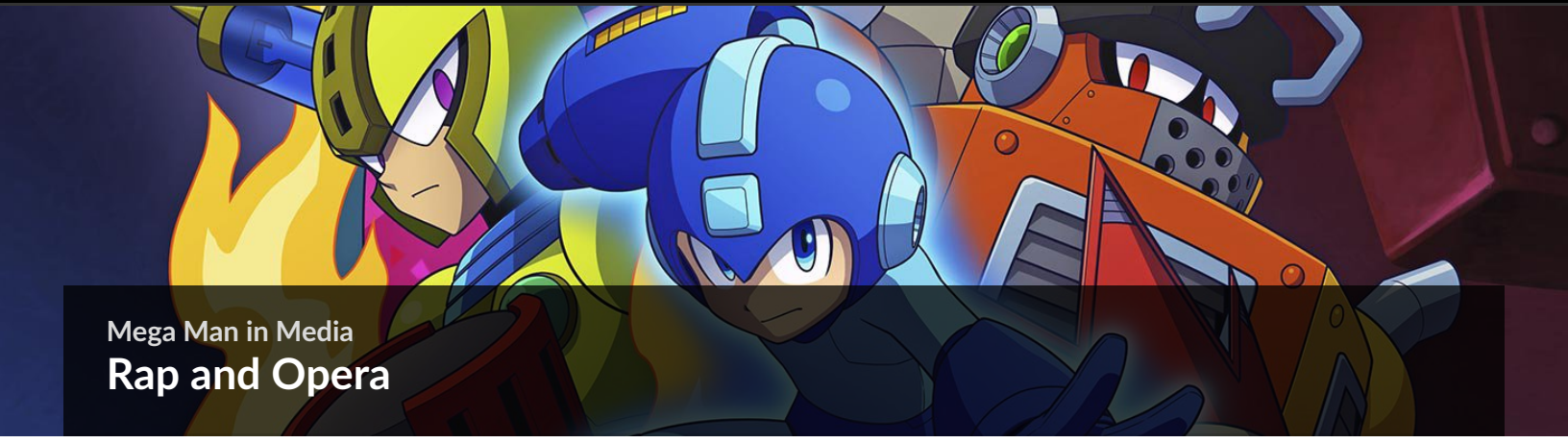
Mega Man Star Force also received its own anime series, running from October 2006 to March 2008, totaling 76 episodes in Japan. The manga lasted through four series, from 2006 to 2009. The anime appeared on American televisions in 2007 as a two-hour movie pulled together from early episodes.



Mega Man in Media

Mega Man: Fully Charged

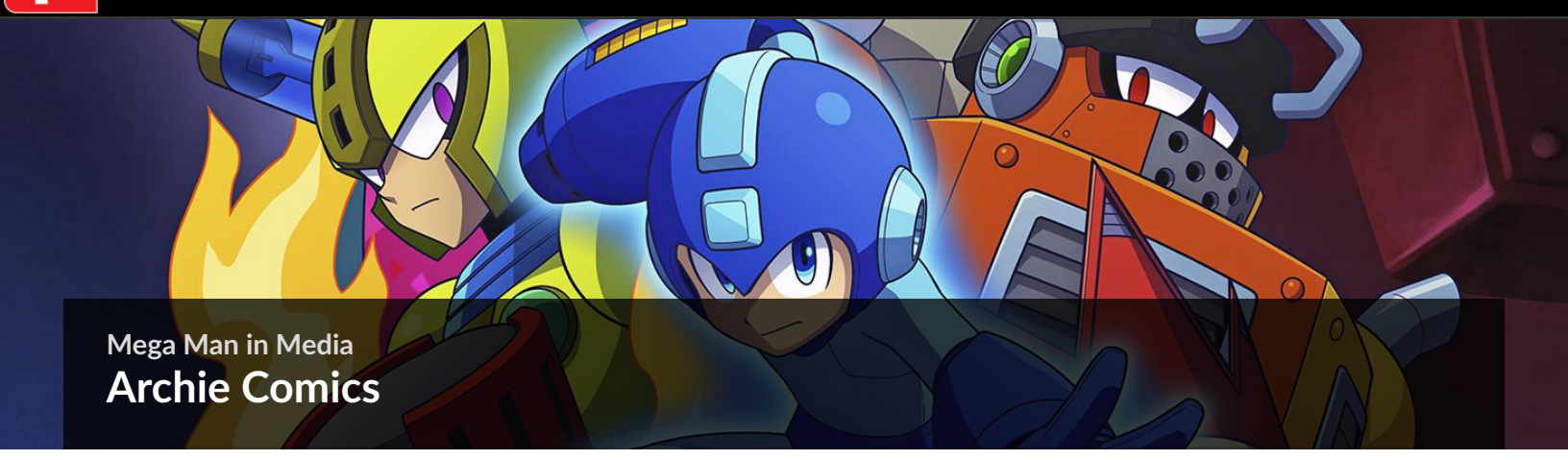
Roughly 10 years after the airing of Mega Man Star Force on Cartoon Network, Mega Man returned in August 2018 with Mega Man: Fully Charged. Starring a happy robot schoolboy named Aki Light, the series follows Aki's adventures as he confronts Sgt. Night and his team of Robot Masters as the powerful Mega Man. Aided by Mega Mini; his robot dog, Rush; and his human sister, Suna Light, Aki devotes himself to protecting the people of Silicon City. Aki and Mega Man are voiced by Vincent Tong. As of this writing, there are 10 episodes available on demand.



Mega Man in Media

Rap and Opera

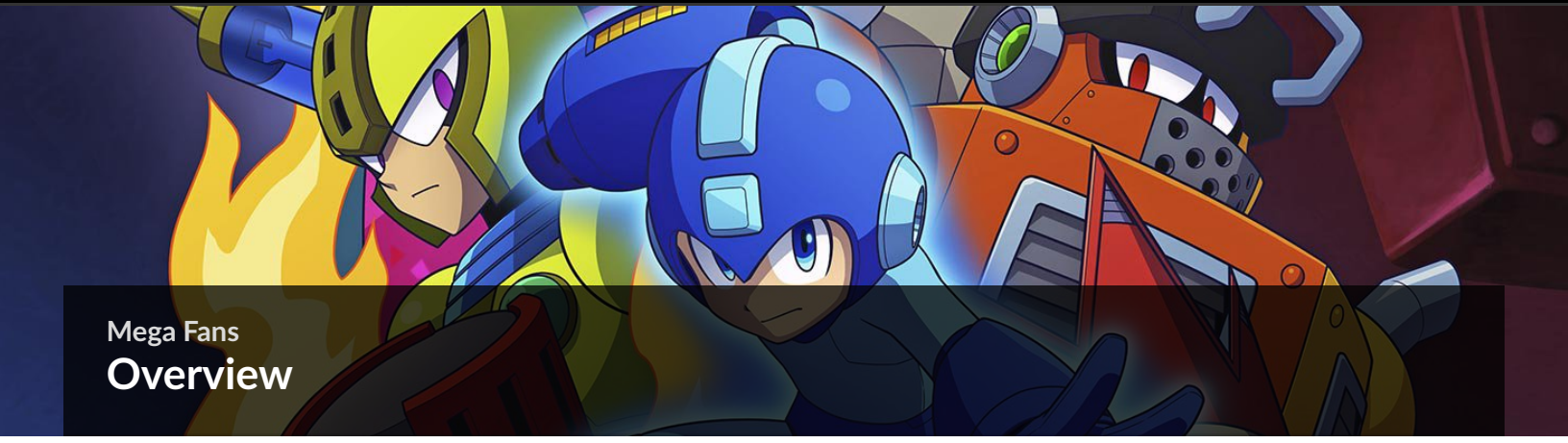
Don't think for a second Mega Man's influence lies only in anime and comics. A Tennessee rock group called The Protomen has been performing various "rock operas" inspired loosely by the Mega Man series and other video game franchises. Similarly, the nerdcore rapper known as Mega Ran built quite the following after releasing a tribute album to Mega Man in 2007. The album earned the rapper, Raheem Jameel Jarbo, a licensing agreement with Capcom. He's since released a second Mega Man tribute album in 2009, in honor of Mega Man 9.



Mega Man in Media

Archie Comics

Capcom and Archie Comics teamed up in 2011 to produce a series of 55 comic books based on the Mega Man franchise. Written by Ian Flynn and known for its stylistic take on the franchise's cast of characters, the comics were a big hit with fans and critics. Set in 20XX and featuring Dr. Wily's band of advanced Robot Masters, the comics lean on the premise from games such as Mega Man, Mega Man Powered Up, Mega Man 2, and Mega Man 2: The Power Fighters.

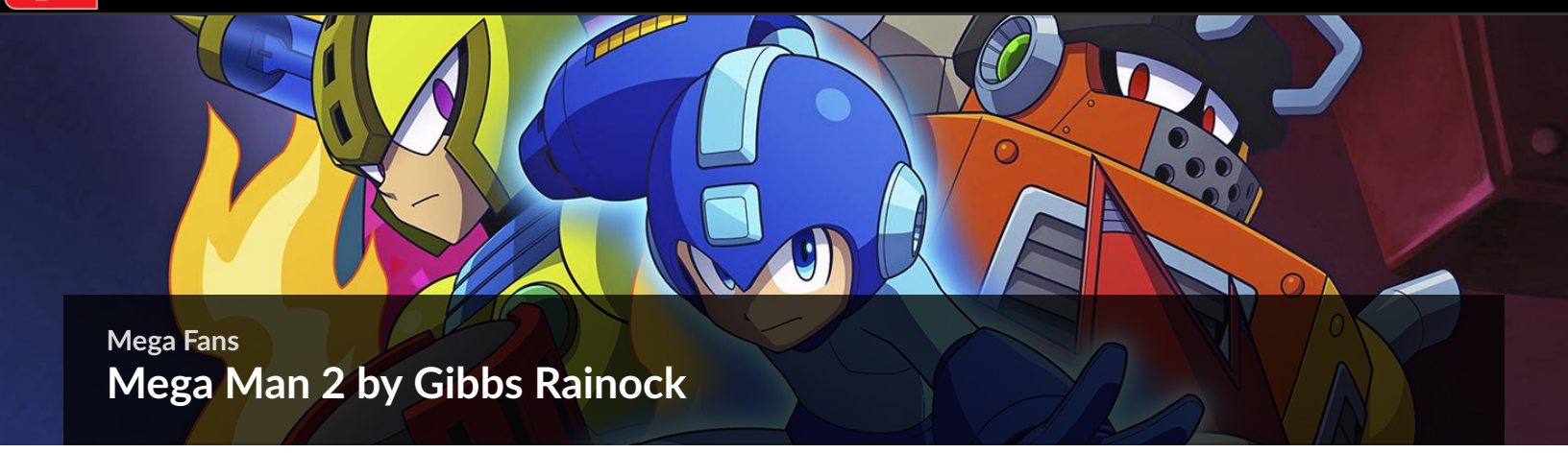


Mega Fans

Overview

Over the past 30 years, Mega Man has amassed a passionate following. Whether it's the colorful Robot Masters, super-cool supporting characters like Zero and Proto Man, or Mega Man himself, the franchise's aesthetics are one of its most powerful qualities.

The following section spotlights just a small fraction of the immensely talented artists who have paid homage to Mega Man, whether it be for personal satisfaction or as a professional working on the official Mega Man comics.



Mega Fans

Mega Man 2 by Gibbs Rainock

Inspiration

For this piece I really wanted to feature each of the bosses since they are such an important part of this game. I have re-created each of the characters and hopefully captured their personalities in my own art style. At the bottom of the image you can see the top outline of an NES cartridge in the white negative space. This is how I originally experienced this game and I have very fond memories playing it on many hot summer days.

The Process

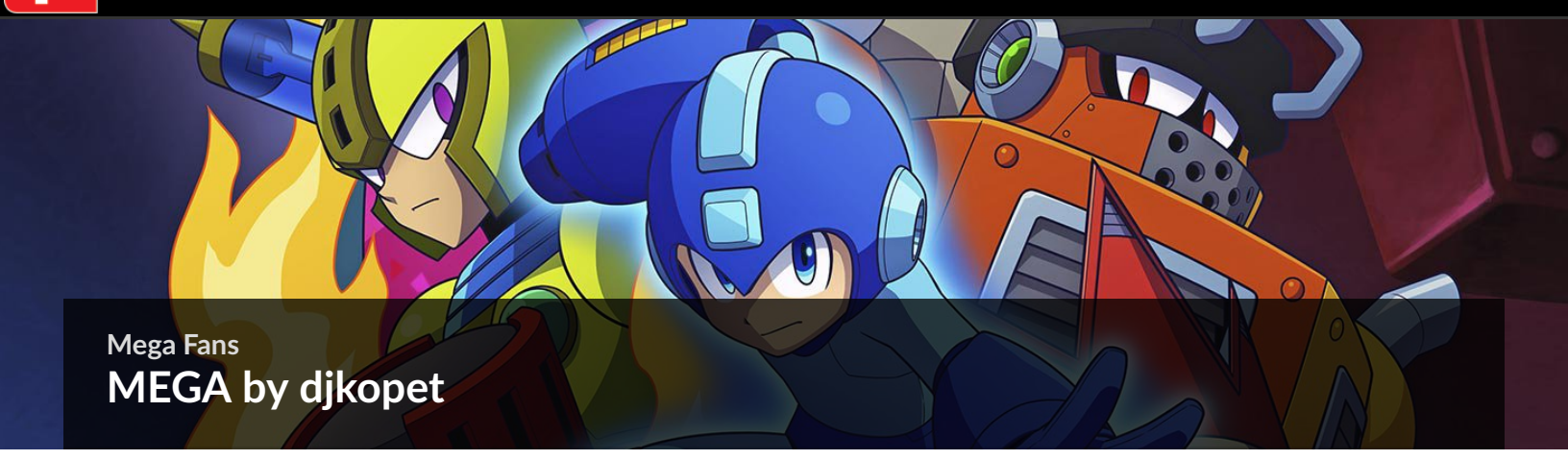
I always begin each piece with several quick sketches on paper or in Photoshop. Each sketch takes no longer than one minute—this is just to figure out basic composition. From there I pick the composition that best tells the story I want to tell. Mega Man is our hero, so he needs to be prominent above all else. The type and bosses fall in after that. Next I select my color palette. For this piece I chose colors that feel like Mega Man but that I have updated and tuned to my own aesthetic. Everything else happens digitally. I block in all the tones, colors, and shapes using my drawing tablet and refine until I'm happy with it. This whole process from start to finish can take several days.

Xtra

I love the fight and the look of Heat Man. He's got this really bored and annoyed expression I love and doesn't look like he wants to fight you.

twitter.com/crowsmack

instagram.com/crowsmack



Mega Fans

MEGA by djkopet

Inspiration

I focus a lot on pop culture parody, and one of the main themes I use is taking two different characters or franchises and mashing them up in new and interesting ways. Mega Man has a lot of visual similarities with the movie Tron…from the futuristic style, to the costumes and color…even the fact that Mega Man beams down from the sky at the start of each level similarly to how characters beam out of the digital world in the movie…I saw a lot of similarities between the two franchises and thought it would be a fantastic “mashup.”

The Process

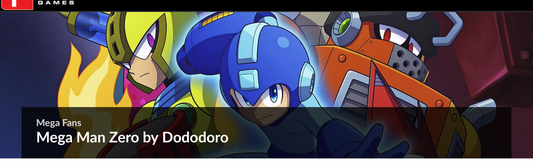
Once I have a concept in mind and I’ve checked around to make sure it’s original, I typically start my design process with quick, iterative pencil sketches in a small sketchbook. I may do a half dozen of these until I’m happy with the basic composition. Then I do a ton of research online to make sure I understand all the details of the source material. Since I am creating a parody of existing characters, accuracy is very important. Then I move straight into the digital drawing stage, which involves a drawing tablet and Adobe Illustrator. The reason I use a vector-based software is because my primary goal is to create T-shirt graphics out of my artwork, and this makes it easier to produce files for screen printing. Then if I need more enhanced effects, like for posters, I’ll bring the artwork into Adobe Photoshop.

facebook.com/djkopet

twitter.com/djkopetdesigns

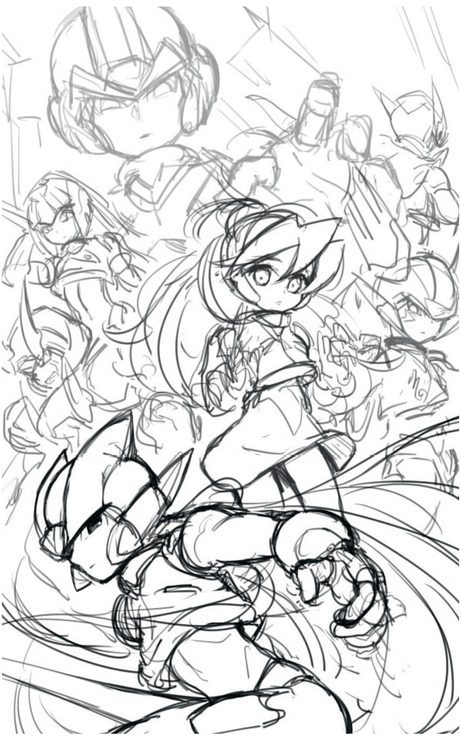
instagram.com/djkopet

etsy.com/market/djkopet



Mega Fans

Mega Man Zero by Dododoro



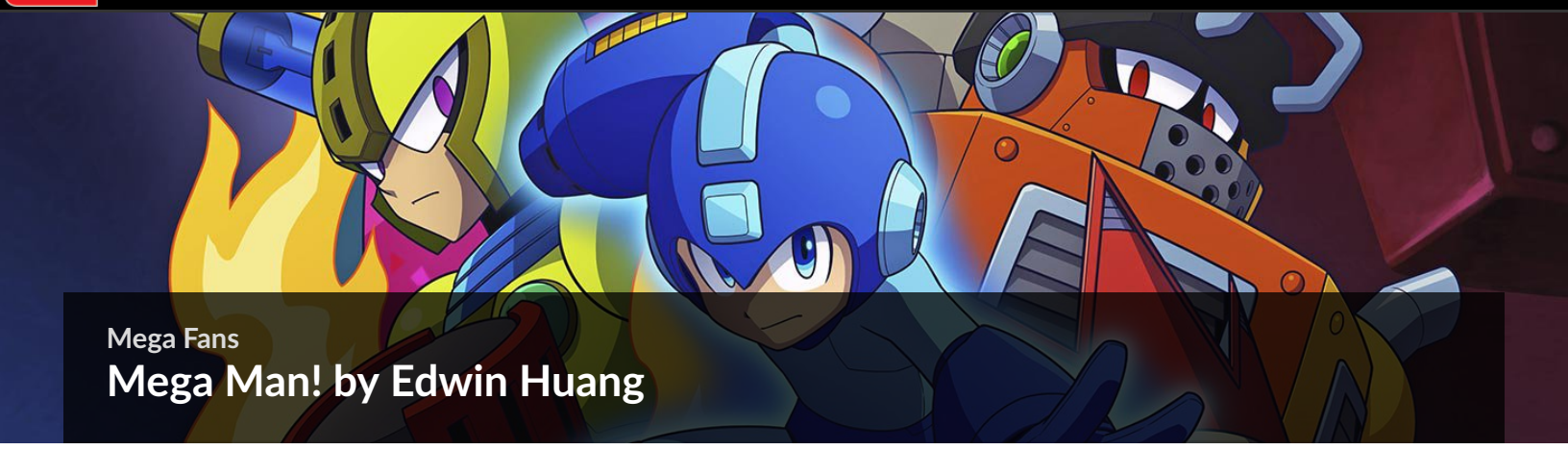
Xtra

My first Mega Man game was Mega Man Zero 2. I couldn't even beat the first boss when I was small, but it was a lot of fun.

artstation.com/whoareuu

facebook.com/whoareuu/

deviantart.com/whoareuu



Mega Fans

Mega Man! by Edwin Huang

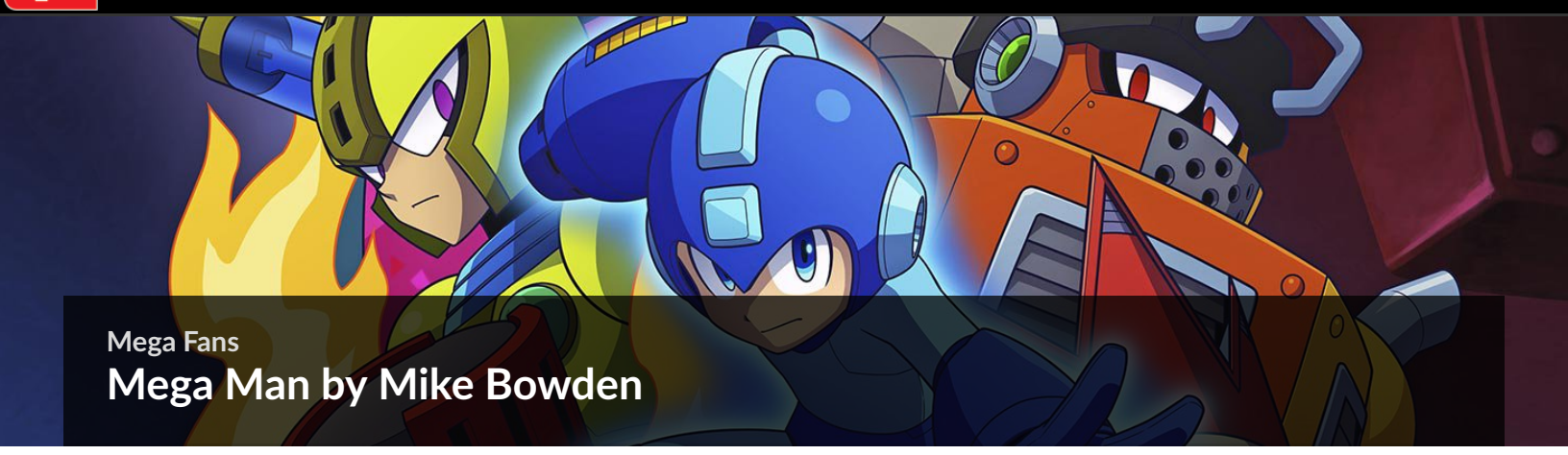
Inspiration

To me, Mega Man's companions were always my favorite characters to draw. My version of Mega Man is highly inspired by Spaz's artwork.

Xtra

I worked on the Archie Action line of Mega Man comics at an early stage of my career. It was an absolute honor to add to the legacy of Mega Man.

instagram.com/ironpinky



Mega Fans

Mega Man by Mike Bowden

Inspiration

I've always been a fan of Capcom art. The book Capcom Design Works has always been an essential part of my collection; I still referenced it for this piece, as it has a lot of great Mega Man art. I had just been looking at some [Street Fighter IV] brush ink art before doing this, so I wanted to try and do something similar [along those] lines."

The Process

With this piece, I had just started some digital work. I wanted a character that had great shapes to draw that I could test my tablet and software out with. The main focus for me was getting a great pose and then exaggerating the shapes. His boots are already large but I knew I wanted a large cannon hand too. I also made him a little skinnier to push those proportions more. Then I inked it in Manga Studio and tried to emulate the Japanese brush technique to give it energy; I thought this was important since it was a standing pose.

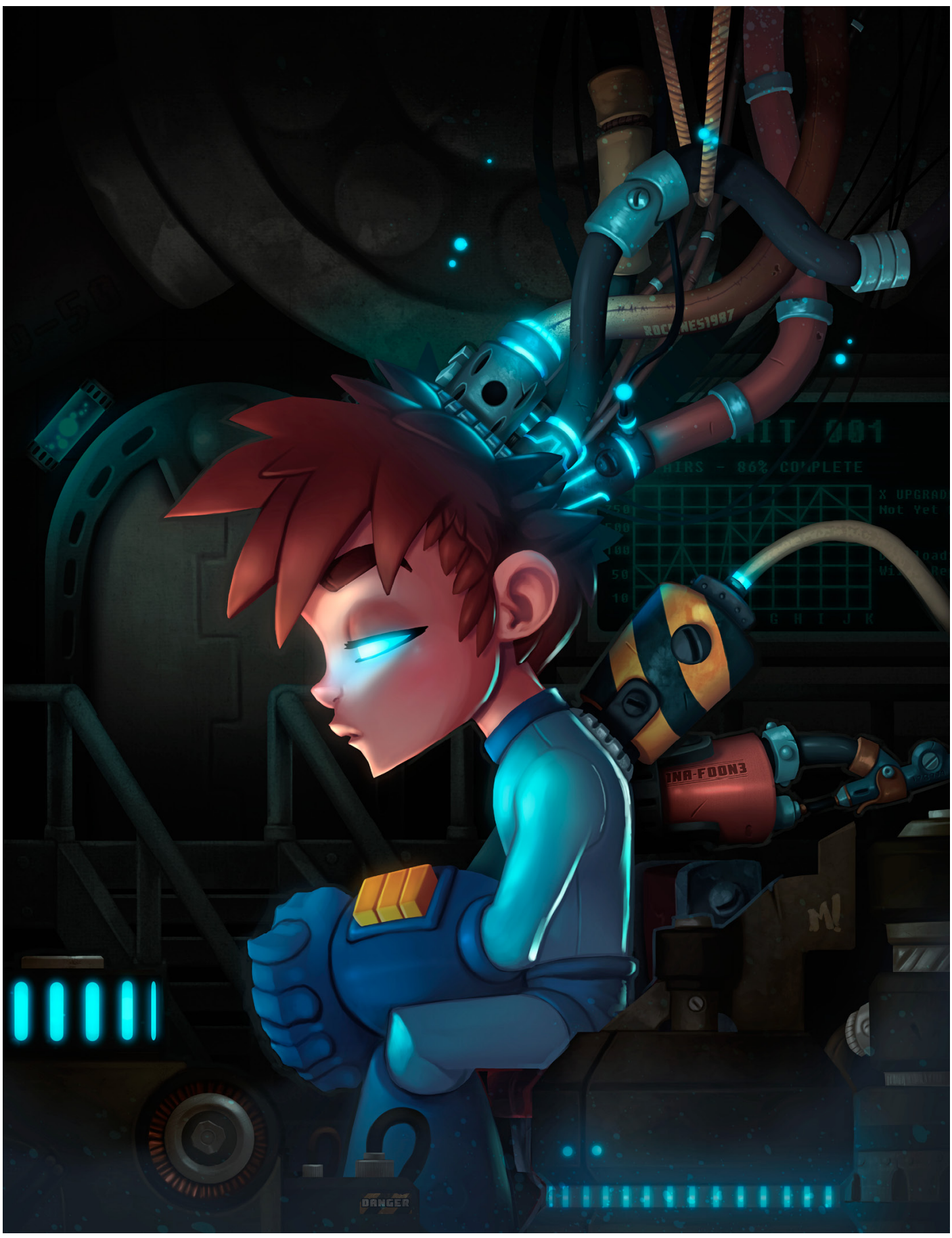
Xtra

Mega Man X5 really stands out in my memory. The level with the underwater battleship chasing you, the music was great, and destroying that ship at the end was very satisfying!

facebook.com/mikebowdenart

Mega Fans

Mega Man: The Server Is Down by Mike Henry



Inspiration

Mega Man is a high energy franchise and I wanted to try to capture the time when no one is in trouble, the planet doesn't need saving, and Mega is just resting, charging, and waiting for the next catastrophe.

The Process

There are four major stages: ideation, roughs, lines, paints. Ideation is reference gathering, little compositional scribbles, and research. Roughs are the foundation the final lines will eventually be built upon.

The line art finalizes the composition and design while also giving a branching point where it can be colored a handful of ways. Finally, the paints are where the image is taken to its final destination with all the lighting, form, and mood packed in.

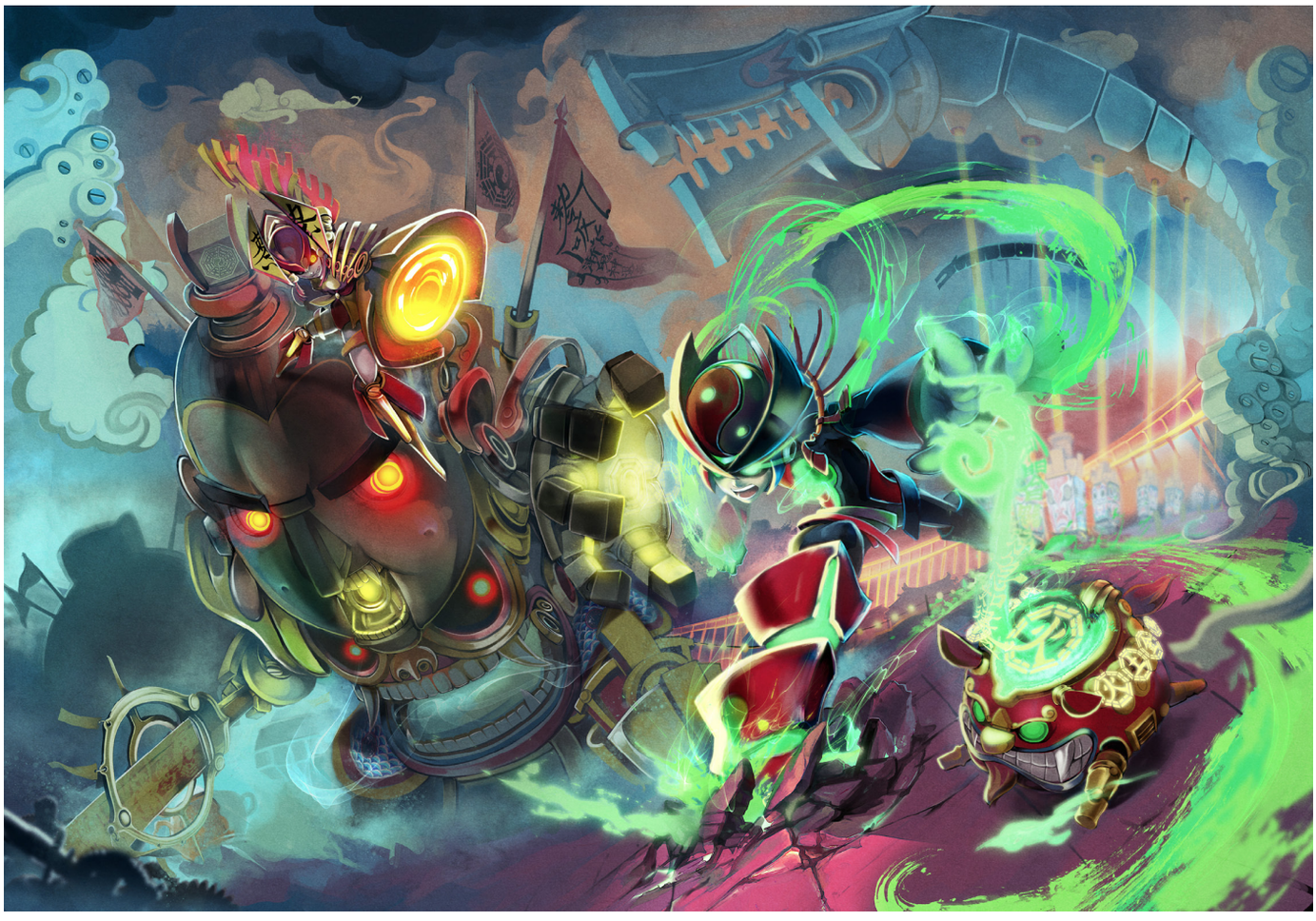
Xtra

I loved Mega Man growing up. I would make up new robot masters all the time. The one I remember strongest is "Strobe Man." Don't ask.

linktr.ee/zatransis

Mega Fans

GOD OF ROCK by Paparaya



Inspiration

I like Rockman Zero's design, and my work is about [traditional Taiwanese] elements, so I think if they can get together, it will [be] fun.

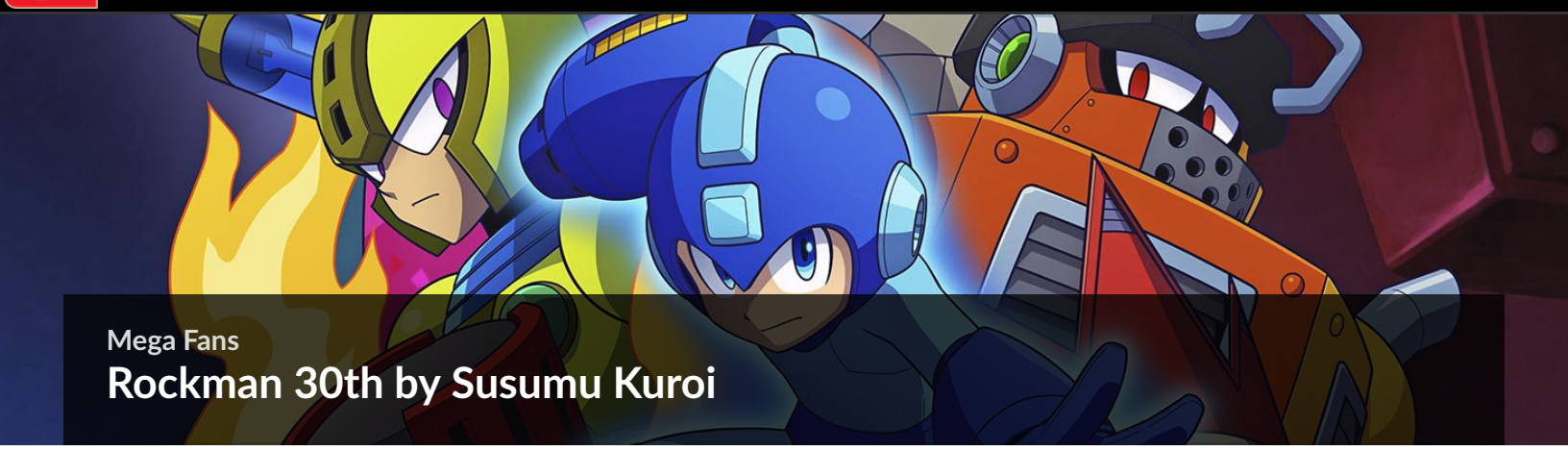
Xtra

I [played] Rockman when it [started] in Rockman 1. I'm [a] super fan. I'm glad Rockman can come back!

artstation.com/paparaya

facebook.com/paparayafans/

twitter.com/PAPA_RAYA



Mega Fans

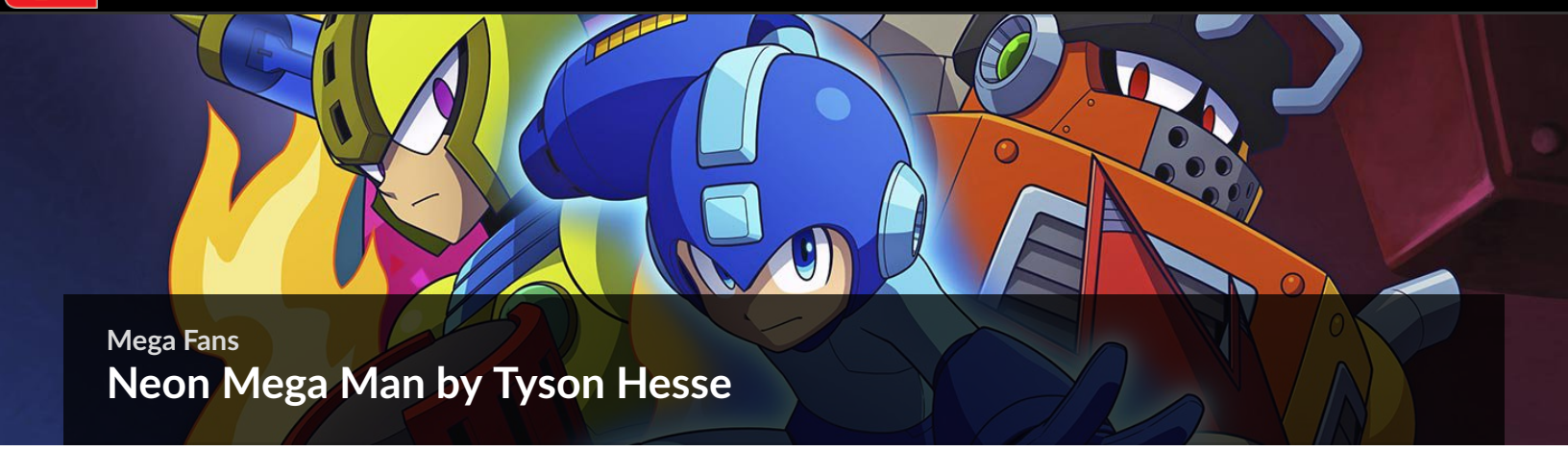
Rockman 30th by Susumu Kuroi

Inspiration

When I was a high school student, I played [Mega Man] X6 again and after clearing it [I] played [the] other X [games] too.

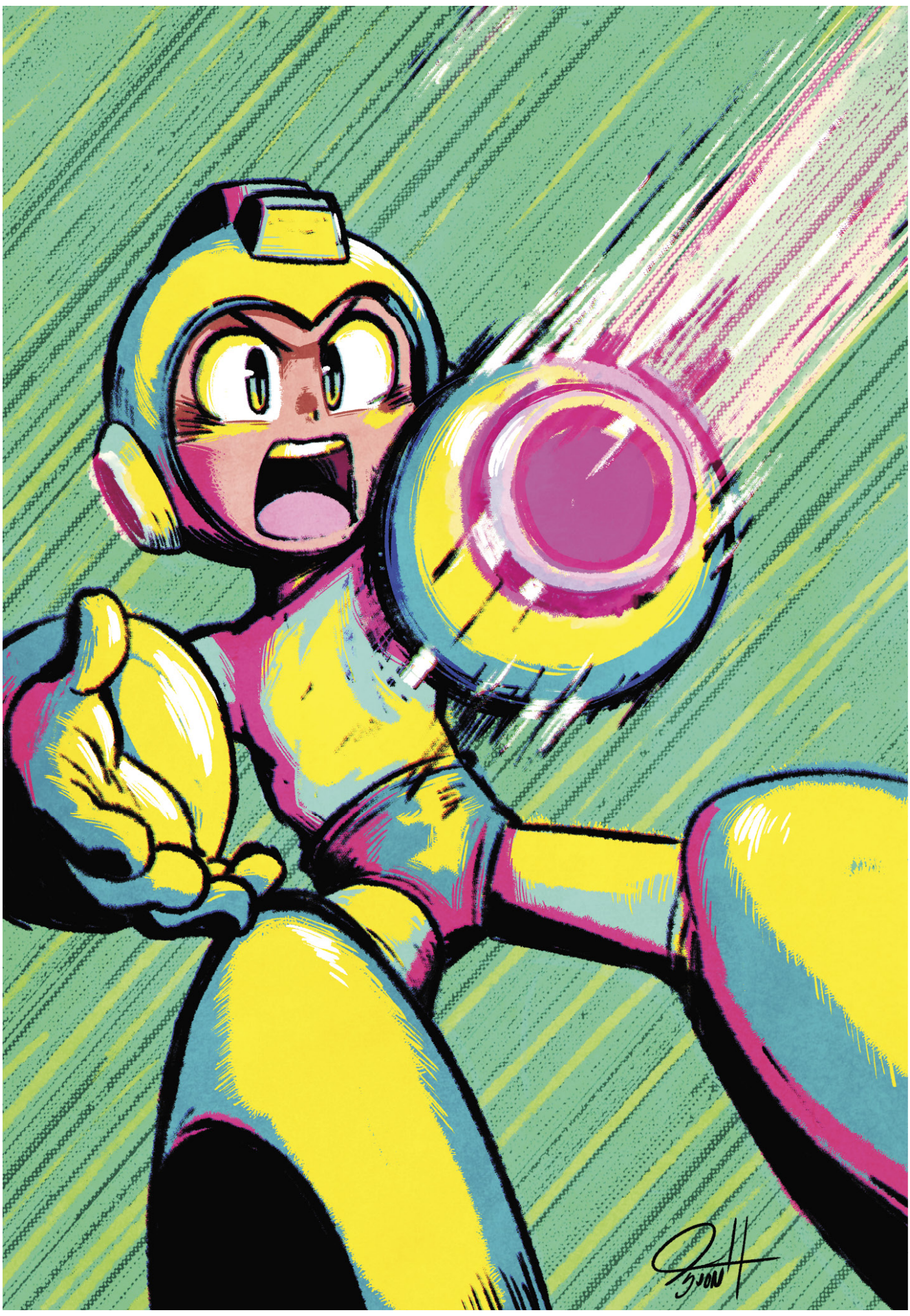
At that time I was attracted by that world view and the coolness of X and Zero.

twitter.com/Lv01KOKUEN



Mega Fans

Neon Mega Man by Tyson Hesse



Inspiration

When I made this drawing, I was doing a daily practice of doing a sketch in less than an hour before starting my regular work. Generally I would do the sketch of a character I liked and was familiar with so that I could get it done quickly. I did a few issues of the Archie Mega Man comic book, so drawing Rock comes pretty easily now.

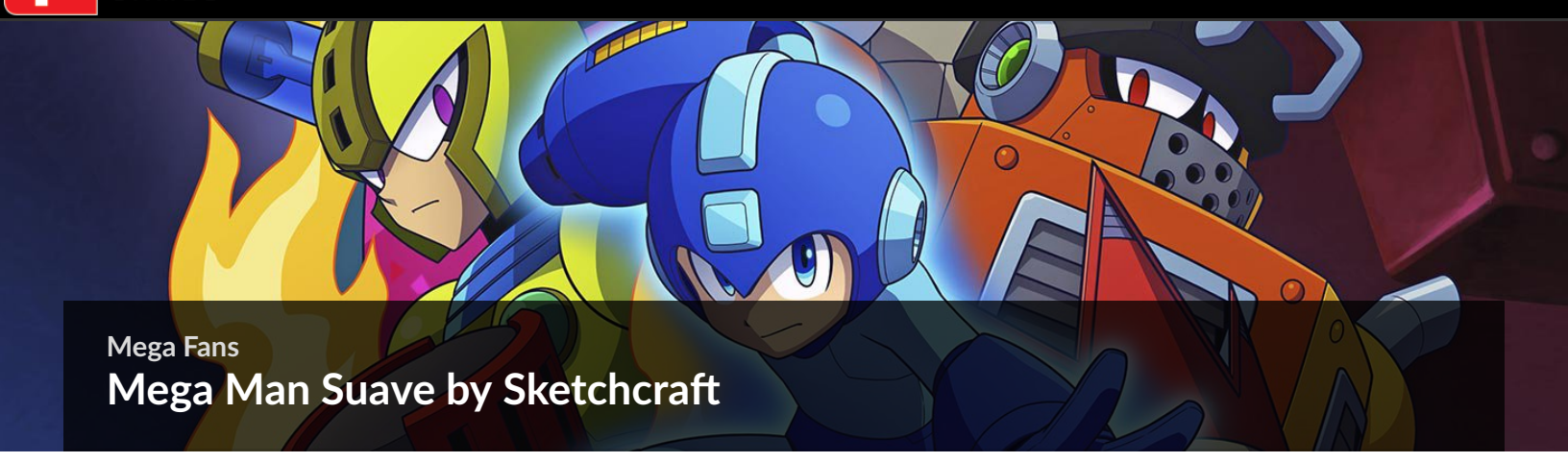
The Process

The process behind a rough drawing like this is really basic. Because the goal is to get the drawing done in as little time as possible, I don't do a foundation sketch or any rough work. I just lay down the lines as they come and tighten them as I go. I use a rough brush to help hide the looseness of the drawing style.

Xtra

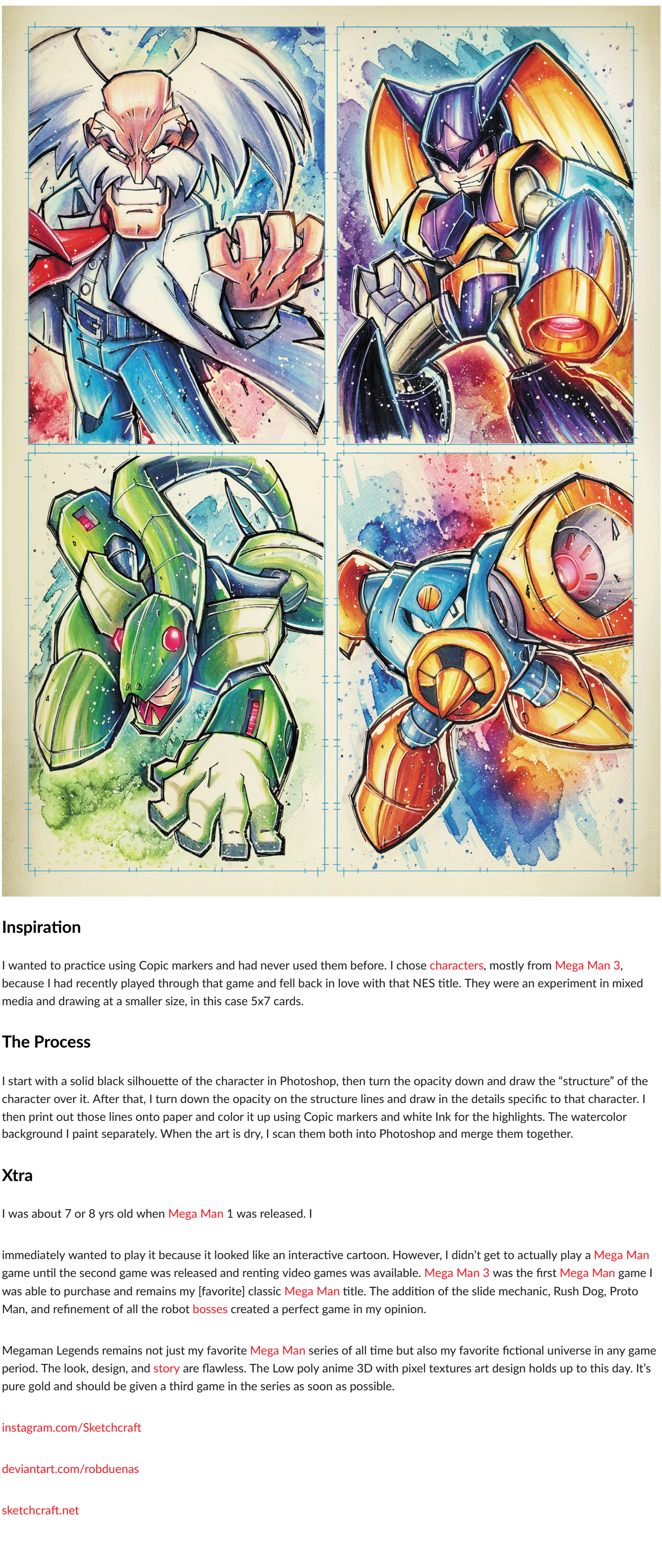
My favorite entry in the Megaverse remains the first Mega Man Legends. At the time, it made a huge impact [on] me because of the great feeling of scale and progression, but even going back and playing it now it stands apart with great voice-acting, a timeless art style, and in my opinion, the greatest villains in the series.

tysonhesse.tumblr.com



Mega Fans

Mega Man Suave by Sketchcraft



Inspiration

I wanted to practice using Copic markers and had never used them before. I chose characters, mostly from Mega Man 3, because I had recently played through that game and fell back in love with that NES title. They were an experiment in mixed media and drawing at a smaller size, in this case 5x7 cards.

The Process

I start with a solid black silhouette of the character in Photoshop, then turn the opacity down and draw the “structure” of the character over it. After that, I turn down the opacity on the structure lines and draw in the details specific to that character. I then print out those lines onto paper and color it up using Copic markers and white Ink for the highlights. The watercolor background I paint separately. When the art is dry, I scan them both into Photoshop and merge them together.

Xtra

I was about 7 or 8 yrs old when Mega Man 1 was released. I

immediately wanted to play it because it looked like an interactive cartoon. However, I didn’t get to actually play a Mega Man game until the second game was released and renting video games was available. Mega Man 3 was the first Mega Man game I was able to purchase and remains my [favorite] classic Mega Man title. The addition of the slide mechanic, Rush Dog, Proto Man, and refinement of all the robot bosses created a perfect game in my opinion.

Megaman Legends remains not just my favorite Mega Man series of all time but also my favorite fictional universe in any game period. The look, design, and story are flawless. The Low poly anime 3D with pixel textures art design holds up to this day. It’s pure gold and should be given a third game in the series as soon as possible.

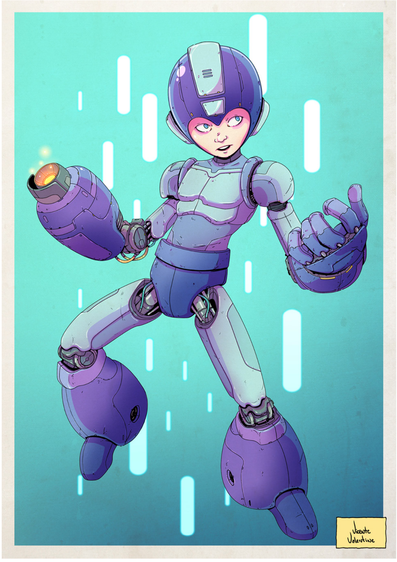
instagram.com/Sketchcraft

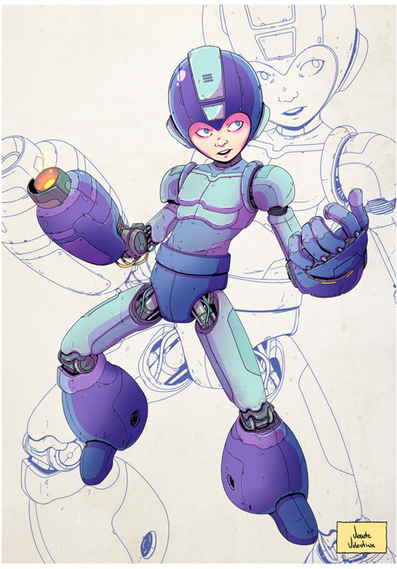
deviantart.com/robduenas

sketchcraft.net

Mega Fans

Mega Man Redesign and Mega Man X Redesign by Vicente Valentine



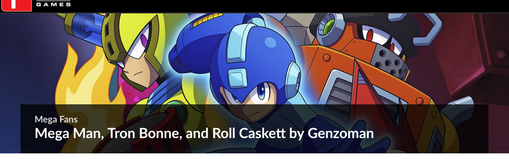


Xtra

I love science fiction and I really identify with the Mega Man series. I played and finished almost every game in the series!

vicentevalentine.tumblr.com

behance.net/vicentevalentine



Mega Fans

Mega Man, Tron Bonne, and Roll Caskett by Genzoman

(for UDON's Mega Man Tribute book)

Inspiration

Mega Man: When I was a kid, I was absolutely in awe about how different the design of each one of them was: form, size, color, personality, etc. Love the contrast between the gorilla-like Guts Man or the cute design for Ice Man or how angry Cut Man looks. They are the true stars of every new game and the reason why every game is remembered, so I wanted to showcase a selection of my favorite Robot Masters.

Tron Bonne: I have a special space in my heart for Tron Bonne's game on PSX and I really like Mega Man Legends, not just on a visual level, but also at the level of characters and the interaction between them. The family that makes up the villains in the series is phenomenal and Tron Bonne and the Servbots are my favorites in the series.

Roll **Caskett:** The version of Roll in Megaman Legends is my favorite, not only because of the design but also because of the personality that they gave to the character. She has a much larger role in the series; she's more of a character in itself than a mere accompaniment.

The Process

Mega Man: I love the crowded composition of the Japanese covers, especially the first one where Mega Man is the central point and the Robot Masters are behind him in a menacing way. I tried to tribute the original cover in a similar composition. Since the more iconic characters are Rock, Roll and Blues, I use them as the focal point and Robot Masters for the background. The image was painted in Photoshop CS4 and a Wacom Bamboo pen tablet.

Tron Bonne: I wanted to make a super crowded composition following mostly the official art of Mega Man Legends, in which Servbots when they appear do not appear as one, but always appear in lots. I wanted it to be seen as an illustration with many mechanical elements in his composition and of course with Tron as the main character.

Xtra

I have great memories about the whole series. I played it since the first game along with my brother. I remember waking up every day just to play Mega Man and since it wasn't a cooperative game, we usually took turns to beat each stage. It was awesome how new games brought new elements to the gameplay, but also how the story and the lore become more complicated in a time where backstory wasn't important for most games. Mega Man felt more like a cartoon than just a game. I forget how much fan art I drew in my school time, waiting to come back home and play again with my brother.

"Cossack Fortress 2" is my favorite song of the whole series and the Boss Select theme is my cell phone ring tone.

deviantart.com/genzoman

instagram.com/mrgenzoman

twitter.com/MrGenzoman

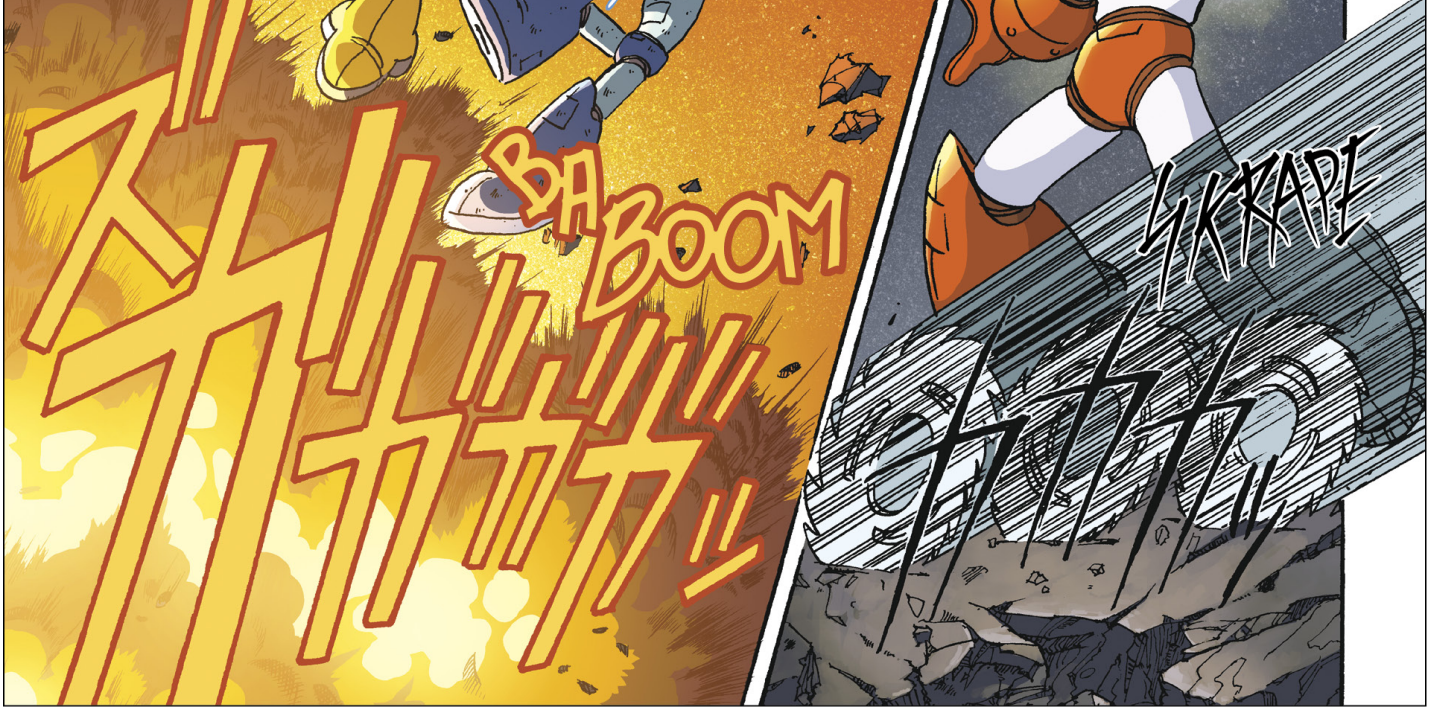
PRIMA GAMES

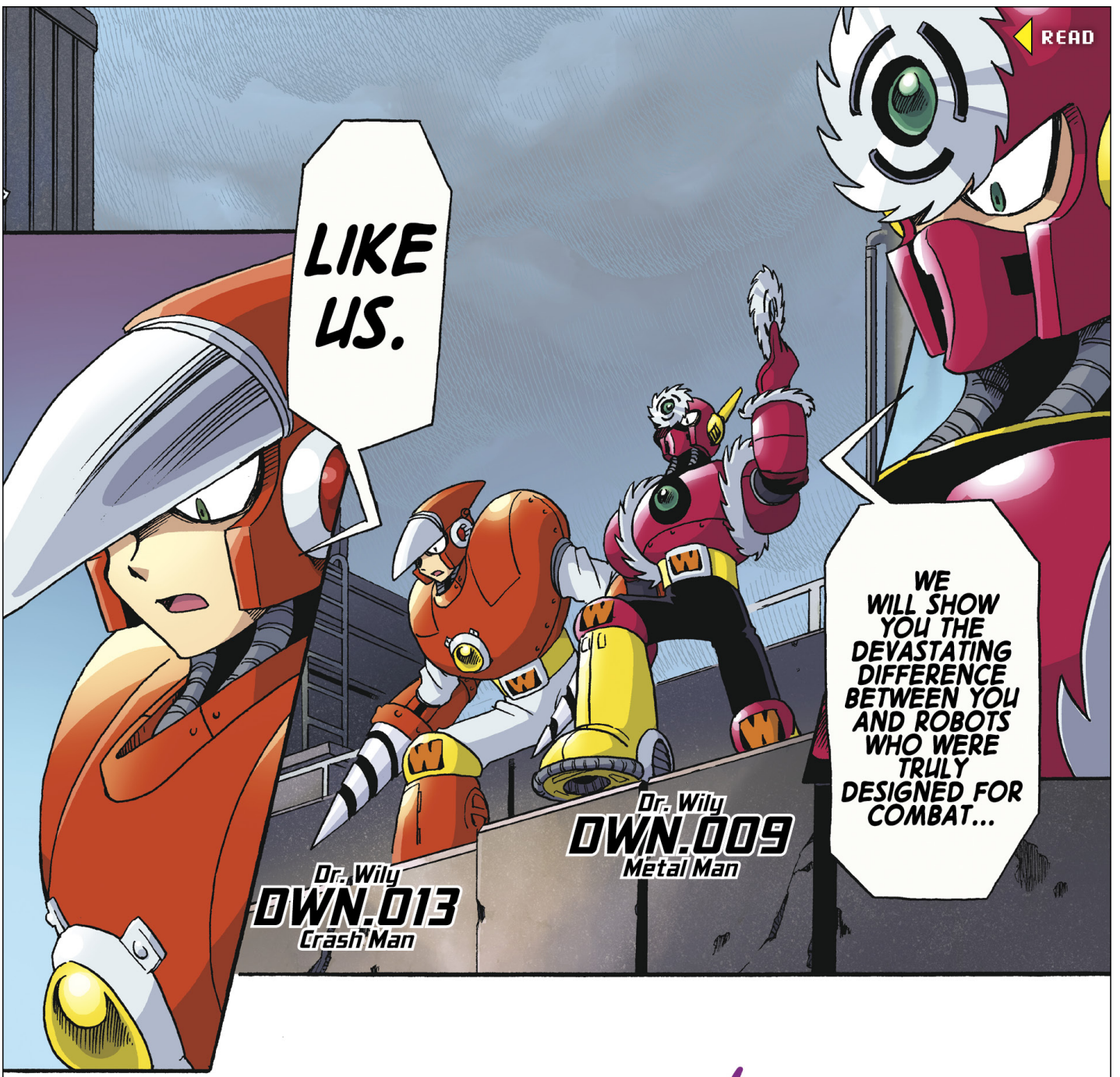
Bonus Excerpt

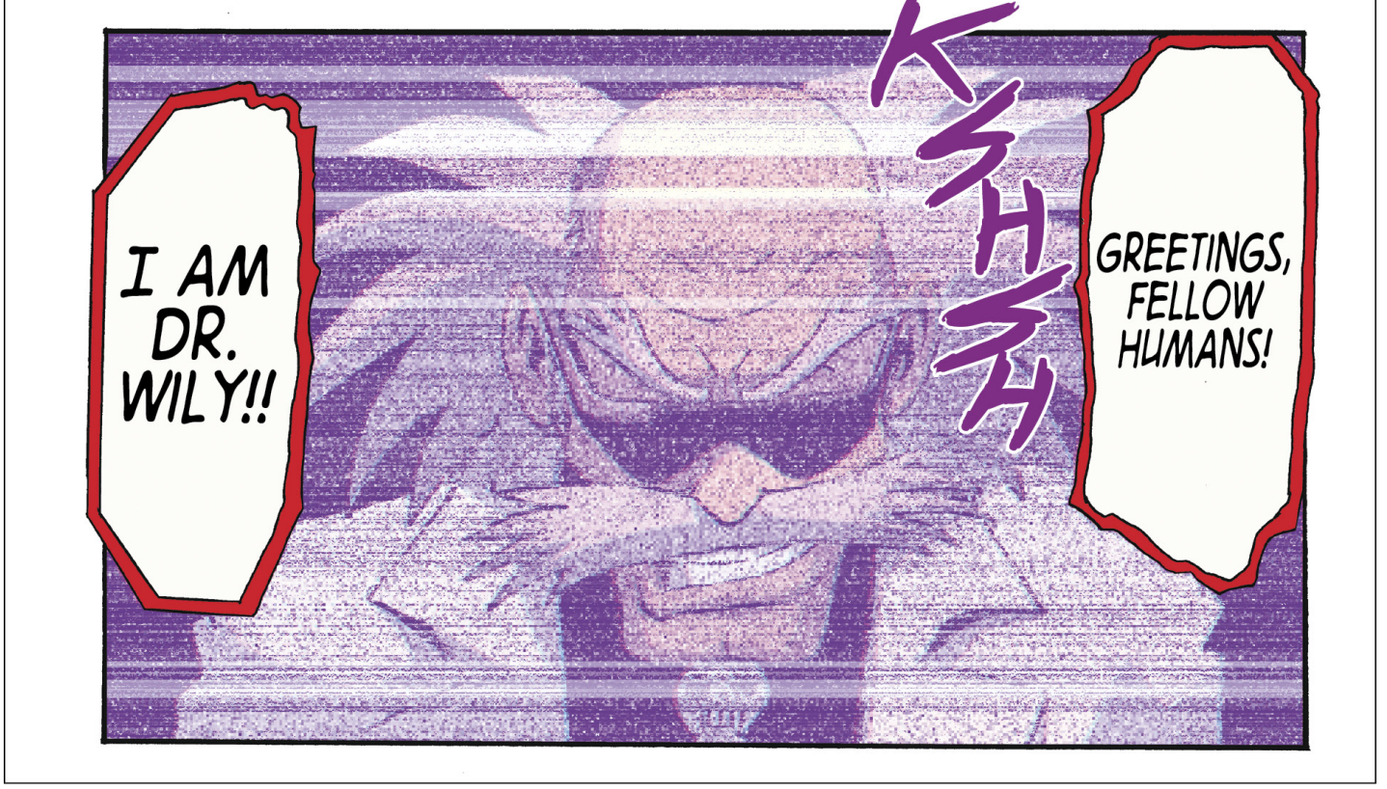
from UDON's Mega Man 2 Mastermix Comic!

See MEGA MAN battle up to
8 WILY NUMBERS
as he fights on for everlasting peace!
Official
DOCTOR THOMAS LIGHT
Emblem of Excellence
UDON

READ
WHAT THE ...
FWOOSH
KLIK
!!

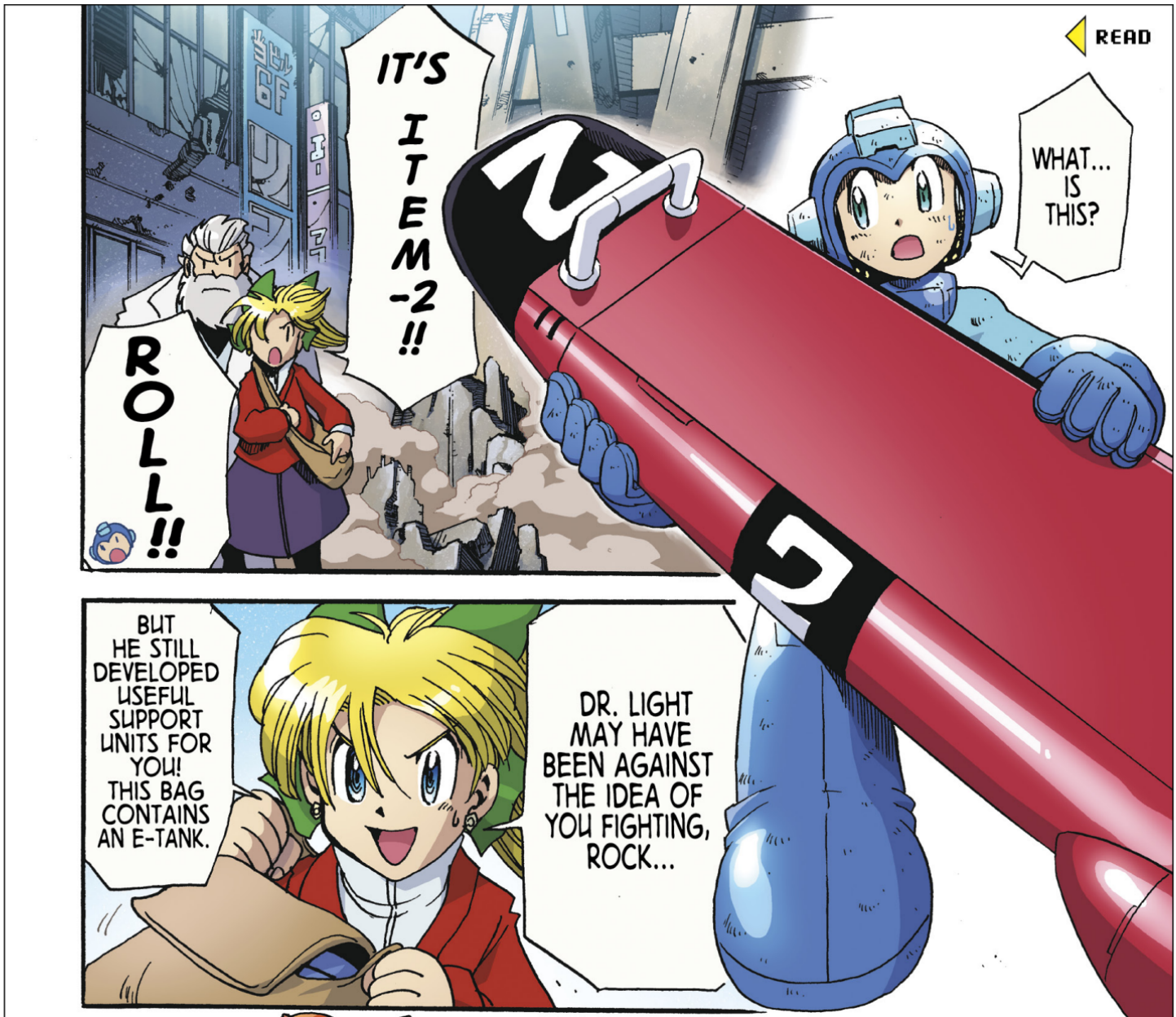

BA BOOM
YKRAPE

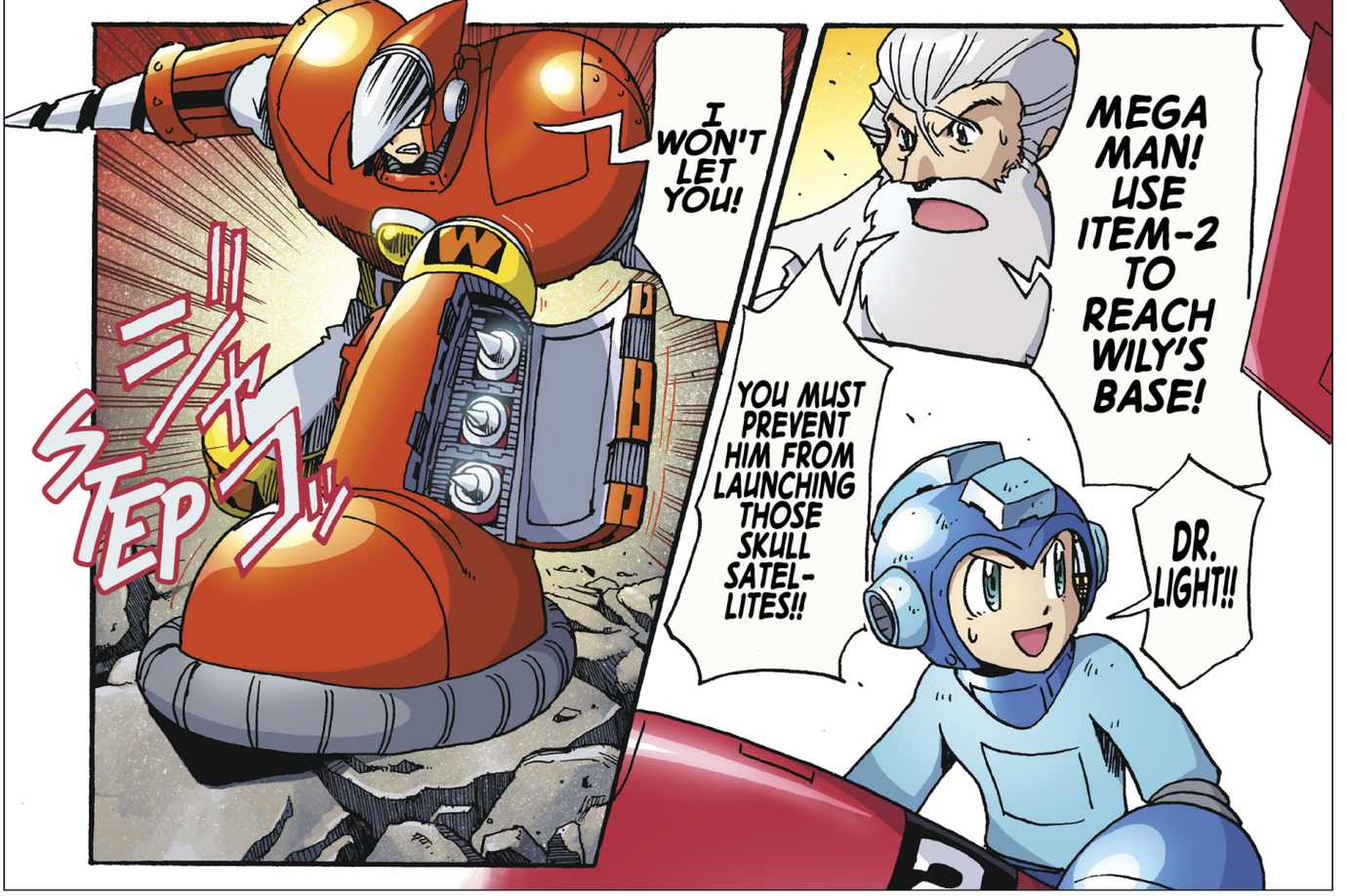

READ
LIKE US.
WE WILL SHOW YOU THE DEVASTATING DIFFERENCE BETWEEN YOU AND ROBOTS WHO WERE TRULY DESIGNED FOR COMBAT...
Dr. Wily
DWN.009
Metal Man
Dr. Wily
DWN.013
Crash Man

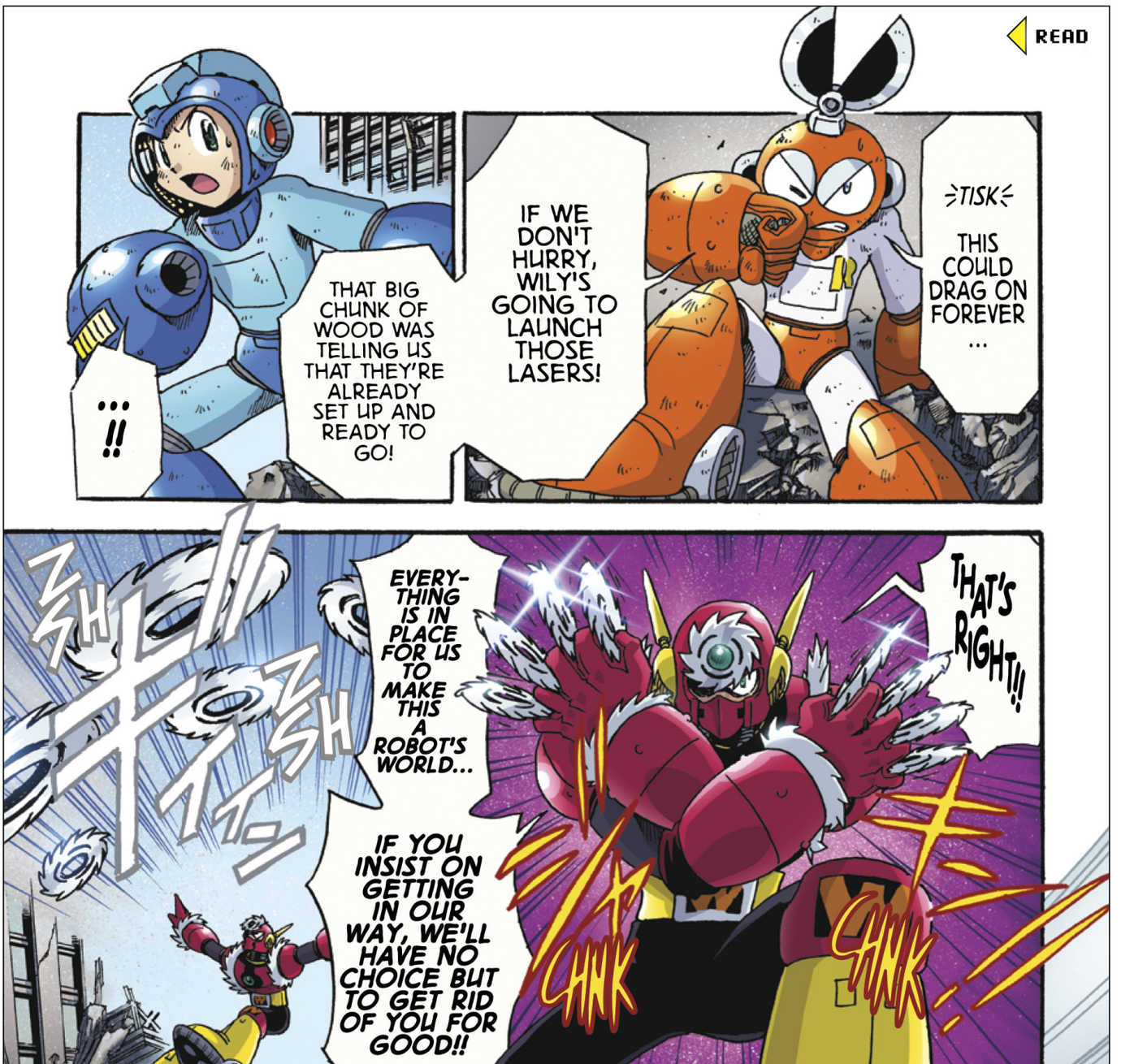

KSHSH
GREETINGS, FELLOW HUMANS!
I AM DR. WILY!!

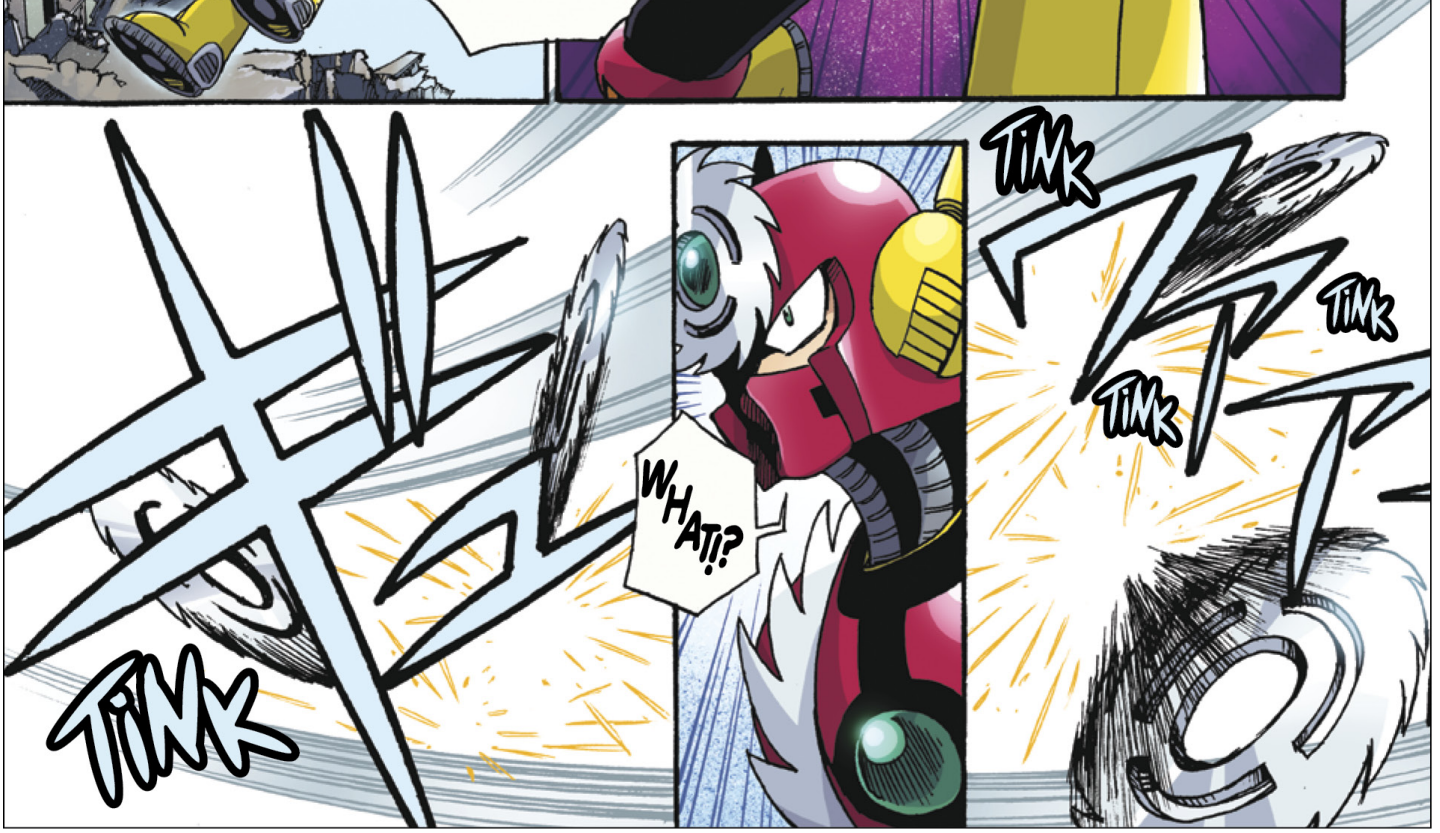
READ
SHINK
WOOSH
HEE-HEE-HEE!
STEP
FWASH
A NEW WILY ROBOT !!
I'M BURNIN' UP!!
Dr. Wily
DWN.015
Heat Man

YOU'RE JUST A WANNA-BE COMBAT ROBOT AND A BAND OF INDUSTRIAL ROBOTS WITH ILLUSIONS OF GRANDEUR.
IT DOESN'T MATTER HOW MANY OF YOU THERE ARE...


READ
IT'S ITEM-2 !!
WHAT... IS THIS?
ROLL !!
BUT HE STILL DEVELOPED USEFUL SUPPORT UNITS FOR YOU! THIS BAG CONTAINS AN E-TANK.
DR. LIGHT MAY HAVE BEEN AGAINST THE IDEA OF YOU FIGHTING, ROCK...


I WON'T LET YOU!
MEGA MAN! USE ITEM-2 TO REACH WILY'S BASE!
YOU MUST PREVENT HIM FROM LAUNCHING THOSE SKULL SATEL-LITES!!
DR. LIGHT!!
ニシャ STEP


READ
...!!
THAT BIG CHUNK OF WOOD WAS TELLING US THAT THEY'RE ALREADY SET UP AND READY TO GO!
IF WE DON'T HURRY, WILY'S GOING TO LAUNCH THOSE LASERS!
=TISK=
THIS COULD DRAG ON FOREVER ...
ZSH
ZSH
EVERY-THING IS IN PLACE FOR US TO MAKE THIS A ROBOT'S WORLD...
IF YOU INSIST ON GETTING IN OUR WAY, WE'LL HAVE NO CHOICE BUT TO GET RID OF YOU FOR GOOD!!
THAT'S RIGHT!!
CHNK
CHNK


TINK
WHAT!?
TINK
TINK
TINK

FWASH
FOOSH
READ
BA
BOOM

JUST FOLLOW ELEC MAN AND ICE MAN'S SIGNALS!
THEY WERE NO DOUBT TAKEN TO WILY'S BASE!!
WE CAN DEAL WITH THESE GUYS!
READY...
MEDD-LING FOOL !!